Georgia Association of Private and Parochial Schools

2025-2026 Constitution & By-laws

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TABLE OF CONTENTS

(Click Section to Search)

Constitution
Article I – Organization Title
Article II – Purpose of the Organization
Article III – Membership and Classification
Article IV – Governance
Article V – Vote
By-laws
1.00 – Student
1.10 – Certification of Eligibility
1.20 – Enrollment and Team Membership
1.30 – Age Limits
1.40 – Limits of Participation
1.50 – Scholastic Standing
1.60 – Regulation of AES Athletes
1.70 – 25% Rule Governing AES Athletes
1.80 – Transfer/ Migrant Students/ Migratory Waiver
1.90 – Recruiting/ Undue Influence/ Financial Aid/ Amateur Status/ Awards
2.00 – School
2.10 – School Membership to GAPPS
2.20 – Administrative Responsibilities
2.30 – Student Eligibility/ Student Enrollment Reports Filed by the School
2.40 – Qualifications to Coach/ Coaches Certification
2.50 – Interscholastic Contests and Practices
2.60 – Sportsmanship
2.70 – Game Managers
2.80 – Media and Filming Regulations
2.90 – Regulations of Competitions
3.00 – Region
3.10 – Region Responsibilities to State Association
4.00 – State
4.10 – GAPPS Administrative Responsibilities to Member Schools
4.20 – State Association Contest/ Event Responsibilities
4.30 – Special GAPPS Policies

ATHLETICS MANUAL:
Section 1 - Archery
Section 2 - Baseball
Section 3 - Basketball
Section 4 - Bass Fishing
Section 5 - Clay Target
Section 6 - Cross Country
Section 7 - Football
Section 8 - Flag Football
Section 9 - Golf
Section 10 - Soccer
Section 11 - Softball
Section 12 - Swimming
Section 13 - Tennis
Section 14 - Track and Field
Section 15 - Volleyball
Section 16 - Wrestling

FINE ARTS & ACADEMICS MANUAL & INDEX
Section 1 - General Rules
Section 2 - Fine Arts Competitions
Section 3 - Academic Competitions

Appendix A - Membership Fees
Appendix B - Home Regions
Appendix C - Committees
Appendix D - Code of Ethics
Appendix E - Event Entry Fees
Appendix F - Sportsmanship Statement
Appendix G -Fines and Penalties

CONSTITUTION

Article I – Organization Title

The organization shall be known as the Georgia Association of Private and Parochial Schools (GAPPS).

Article II – Purpose of the Organization

The goal of GAPPS is to create an environment where high school and middle school students can compete at their levels yet still be encouraged to grow in their faith. GAPPS understands that its member schools, although they will be competing against each other, are all part of the same team (God's team). GAPPS desires to unite Christ-Centered Schools, Independent Schools and Learning Centers who wish to impact and influence their students through athletics. GAPPS member schools will work together to create a competitive athletic environment that honors God at all levels. GAPPS and its member schools should strive to set a Godly example of excellence for other associations to follow.

Article III – Membership and Classification

Section 1 - General Membership

General Membership with the Georgia Association of Private and Parochial Schools shall consist of independent schools maintaining minimal accreditation standards or organizations who were granted membership prior to January 22, 2020 and who meet the membership requirements set forth in the By-laws and have been accepted by the association leadership.

1. New membership begins on June 1 each year.
    a. New members may appeal for immediate membership
    b. Once membership has been established, rules governing the association become effective.
1. General Members hold seats on committees authorized to vote on matters relevant to the operation of the association. These committees include, but are not limited to: Executive, Athletic, Fine Arts/Academics, Financial, New Membership Review, and Appeals.
2. Students who meet the definition of Alternatively Educated Students (AES) as described in bylaw 1.60, must be processed for eligibility.
3. General Members who fail to participate in at least one sanctioned interscholastic program during a school year may be designated as an Associate Member.
    a) A one year term as Associate Membership status shall follow the membership status change.
    b) A $250.00 fee shall be invoiced at the time of the first billing cycle following the inactive school year.
    c) General Membership may be reinstated upon completion of the one year term and upon participation registration.

Section 2 - Associate Membership

Associate Membership with the Georgia Association of Private and Parochial Schools shall consist of independent schools maintaining membership with another association, or schools and programs that do not meet accreditation requirements and desire interscholastic opportunities provided by the association.

1. Associate members are not eligible to hold seats on interscholastic committees.
2. Associate members shall not have voting rights on issues specific to the association.
3. Students who meet the definition of Alternatively Educated Students (AES) as described in Bylaw 1.60, must be processed for eligibility.
4. A $250.00 annual membership fee shall be invoiced at the time of the first billing cycle of the new school year.

Section 3 - Membership Fees and Financial Obligations

The application process for membership in the Georgia Association of Private and Parochial Schools requires a processing fee as established by the association. Additional fees **(Appendix A)** including participation, catastrophic insurance, and other incidental fees are determined by the association and are expected to be paid in full.

Sanctioning for late payment may include:

1 - 30 days	Late fee
31 - 45 days	Unsanctioned play (No make-up games)
46 days plus	Dismissal from the association

Section 4 - Membership Following Termination

Should a school's membership be terminated for any reason, an application for membership (re-application) shall not be reviewed prior to 12 months following the date of termination. In addition, any unresolved issues present at the time of membership termination must be resolved 12 months prior to membership consideration. This includes but is not limited to financial obligations, coaching sanctions, and sportsmanship related sanctions.

Section 5 - Participation Classification

In order to establish a standardized method of assigning students to the appropriate level of participation, GAPPS recognizes the following as a standard:

1st through 5th Grade - Elementary
6th through 8th Grade - Middle School
9th through 12th Grade - High School

Section 6 - Classification of School

Member schools shall be placed in regions and classifications for the purpose of literary and athletic competition. Member schools will be realigned every two years. Classifications will be based on enrollment of Grades 8-11 of the year of reclassification. Schools will be classified as either Division I or Division II based on the classifications found in the By-laws.

Division I

1. Requires GAPPS Membership as defined in Article III Section 1 or Article III Section 2 of the GAPPS Constitution.
2. Shall be in compliance with the rules governing Alternatively Educated Students (AES) as it relates to the specific interscholastic program.
3. Athletic competition shall be governed by (NFHS) National Federation of High Schools as adopted and modified by (GHSA) Georgia High School Association and (GAPPS) Georgia Association of Private & Parochial Schools.
4. Classification may differ by program.

Division II

1. Requires GAPPS Membership as defined in Article III Section 1 or Article III Section 2 of the GAPPS Constitution.
2. Schools not in compliance with the rules governing Alternatively Educated Students (AES) as it relates to the specific interscholastic program.
3. Classification may differ by program.

Open Division

Open Division participation may be offered to Associate Member schools desiring to participate in a GAPPS sanctioned activity, not offered by the participants' member association.

1. The association shall determine whether an Open Division may be offered.
2. The number of teams competing shall be determined by the association.
3. Schools participating in open division are responsible for fees associated with the event.
4. Shall be recognized as “Open Division” for the purpose of scheduling, seeding, and recognition of awards.

Section 7 - Region Assignments

Each program offered by a member school and entered into GAPPS for competitive purposes, shall be assigned to one of three categories:

1. **Region:** Assigned by league and identifies the team(s) a school must compete against in order to seed into the State Playoffs.
    a. Geographical location of school/program is used to determine regional assignment for interscholastic participation.
    b. The number of regions are determined by the number of participating schools/programs in a particular interscholastic program.
2. **Sub Region:** May be created when in the best interest of the region.
    a. Sub Regions are a part of the region structure. Sub Regions may be created as necessary in order to mediate logistical issues.
    b. Teams assigned to a Sub Region are not required to schedule outside the Sub Region.
    c. Region seeding is determined when two or more Sub Regions participate in a Region Tournaments.

Section 8 - Membership in another Association

GAPPS allows for schools to hold membership in other associations, provided that:

1. The school establishes Associate Membership status with GAPPS.
2. The school does not participate in the same sport for multiple associations during the same school year.
3. The school is not in violation of the other association rules by participating with GAPPS.
4. The school adheres to all GAPPS By-laws, rules and regulations set forth in this manual.

Article IV – Governance

Section 1 - GAPPS Officers

The Georgia Association of Private and Parochial Schools shall employ staff to represent the association in the day to day operations of the business.

- President
- Director of Athletics
- Director of Operations
- Director of Fine Arts
- Business Manager
- Compliance Officer

Section 2 - Executive Committee

Membership on the Executive Committee **(Appendix C)** shall consist of the Heads of School from the General Membership.

1. Each district shall be represented by no fewer than 2 members.
2. Positions on the Executive Committee are voluntary.
3. The Executive Committee shall have the authority to amend rules of the association.
    a. May amend rules as proposed and passed by Interscholastic Committees.
    b. May amend rules referencing the Constitution and By-laws of the association.
        i. Proposals should be submitted to the President no later than 15 days prior to the executive committee meeting.
        ii. Proposals shall be submitted to the committee no less than 7 days prior to formal review.
4. Each committee member will serve a two-year term beginning June 1st of the year they are appointed through May 31st of the final year of their two-year term.
5. Executive Committee meetings are mandatory meetings and require attendance in order to record a vote. Voting may not be done by proxy.
6. Executive Sub-Committees may be established when deemed necessary and appropriate. Sub-Committee membership may consist of Head of Schools, Interscholastic Directors, or other persons as approved by the committee. The term of service to the committee shall begin and expire at dates deemed suitable by the President.

Section 3 - Interscholastic Committees

Interscholastic Committees shall have the authority to approve proposals for rule change submitted by the membership, Sub Committees, and/or create proposals of rule change relative to interscholastic competitions.

Each committee member will serve a two-year term beginning August 1st of the year they are elected through July 31st of the final year of their two-year term.

1. Interscholastic Committee meetings are mandatory meetings and require attendance in order to record a vote. Voting may not be done by proxy.
2. Rule changes coming out of the Interscholastic will require final approval from the Executive Committee before being implemented.
3. New rules will go into effect July 1 each year, except for rules relating to safety which can be immediately implemented upon approval from the Executive committee.
4. Interscholastic Sub-Committees may be established when deemed necessary and appropriate. Sub-Committee membership shall consist of Interscholastic Directors or Coaches with knowledge specific to the Program. The term of service to the committee shall begin and expire at dates deemed suitable by the President.

1. Athletic Committee

Membership on the Athletic Committee **(Appendix C)** shall consist of Athletic Directors of Schools from the General Membership.

a. Proposals concerning athletic competitions should be submitted to the association President no later than 15 days prior to the Athletic Committee meeting.
b. Proposals passed by the Athletic Committee shall be submitted to the Executive Committee no less than 7 days prior to the Executive Committee meeting.

2. Fine Arts and Academics Committee

Membership on the **Fine Arts and Academics Committee (Appendix C)** shall consist of Fine Arts and Academics Directors of Schools from the General Membership.

a. Proposals concerning **Fine Arts and Academics** competitions should be submitted to the association President no later than 15 days prior to the Athletic Committee meeting.
b. Proposals passed by the **Fine Arts and Academics Committee** shall be submitted to the Executive Committee no less than 7 days prior to the Executive Committee meeting.

Section 4 - State Directors

The Association may appoint a State Director to assist with daily operations specific to the interscholastic program.

a. Terms of service are determined by the association
b. Shall work at the discretion of the association
c. Primary function is to provide direction and assist with the day-to-day operations specific to their title.
d. Shall chair sub committees specific to their title.

Section 5 - Appeal Committee

The Appeal Committee shall consist of members of the Executive and/or Interscholastic Committees selected by the Association. The Appeal Committee will be made up of 12 members, of which 3-5 members will attend the Committee hearings held 3 times per year.

1. The Appeal Committee shall have the authority to set aside the effect of the migratory rule, the courses passed rule and the accumulation of credits rule upon an individual student when in its opinion the rule creates an undue hardship upon that student.
2. The Appeal Committee shall meet at a location and on dates established by the President and published in the Association Calendar. Requests will be considered to have a rule or rules set aside for the benefit of individual students and shall consider such requests at the meetings held for that purpose, but not at any other meetings of the committee. If conditions upon which a request is based develop after an Appeal Committee Hearing, the President is authorized to set a date for a special meeting to be held to consider such a case or cases.
3. The Head of School of all member schools who have filed requests to have the effect of a rule set aside for individual students shall be notified of the time of the meeting at which such requests will be considered not less than seven (7) calendar days before such meeting.
4. A request will be considered at a meeting only if complete information concerning the case is filed in writing with the President at least ten (10) calendar days prior to the date of the meeting and if a representative of the school, along with the student, is present at the meeting to furnish the Appeal Committee with information. Complete information includes a transcript, if applicable. Forms regarding submitting an appeal can be found on the GAPPS website.
5. Schools that need to cancel appointments scheduled with the Appeals Committee must do so at least 24 hours before the appointment. Failure to cancel properly may result in a fine.
6. The conditions which cause the student to fail to meet the eligibility requirements must have been beyond the control of the school, the student, and/or his parents, and such that none of them could reasonably have been expected to comply with the rule. Ignorance of the rule on the part of any or all of them shall not be considered sufficient cause for setting aside its effects.
7. The decision of the Appeal Committee shall be decided by a majority vote to set aside the effects of the rule in each individual case, and such decision shall not be considered as setting a precedent for other cases of a somewhat similar nature.
8. Appeal Committee meetings will consider appeals 3 times a year, or once per season. Meetings will be held on the second Wednesday of the following months: August (Fall), October (Winter), and January (Spring).
9. Any other appeal requested (other than regularly scheduled dates) must be accompanied by a check sufficient to pay the entire estimated expenses of the Appeal Committee to defray the cost of bringing the Appeal Committee into session.
10. An appeal of an eligibility decision must be based on one or more of the following reasons and be approved by the President:
    a. There is substantial new information to be submitted that was not heard by the previous group making the decision that is being appealed.

   b. There is an allegation that an Association rule was misapplied in that ruling.
   c. There is an allegation that due process was not given in previous considerations.

11. An appeal of a decision by the President must be based on one of the following reasons:
   a. There is an allegation that an Association rule was misinterpreted.
   b. There is an allegation that the President did not afford due process to the school.
12. The Association Appeal Committee, after hearing and/or examining the evidence submitted by the party or parties, may affirm or reverse the decision of the President. It will take a majority vote of the Appeal Committee to uphold the decision of the President.

Section 6 - Authority of President and Appellate Procedure

1. The President shall be authorized to interpret the rules of the Association and to impose the proper penalty for their violation. An Interscholastic Director shall, upon the absence or at the direction of the President, have all the powers and responsibilities of the President as provided under the Rules & Regulations of the Association. The President shall make all arrangements for holding and conducting the State Meets and Tournaments.
2. All questions pertaining to eligibility or any other matters under the rules of the Association must first be submitted to the President. If the question concerns a violation of any of the rules of the Association, the President shall notify the member schools involved and advise them of the charges and advise them of their right to submit evidence and their right to request a hearing. The President, after hearing or examining the evidence of the party or parties concerned, shall render a decision.
3. The President shall have the authority to lengthen or shorten the time for appeals of decisions, if required in his discretion, to accommodate pending schedules, events or other matters.

Section 7 - Meetings

1. Executive Committee Meeting
2. Athletic Committee Meeting
3. Fine Arts and Academics Committee Meeting
4. Appeal Committee Meetings
5. Leadership Conference (Bi-annual)
6. Scheduling Meetings (Mandatory)
7. All-State Selection Meetings (Mandatory)

Absence from mandatory meetings will result in a fine. Schools are encouraged to send representatives to all meetings.

Section 8 - Violation of Rules

1. Each school is required to abide by all rules of GAPPS as adopted by the Executive Committee and interpreted by the President.
2. The President is authorized to make such investigations as may be necessary and to judge whether or not a school has violated a rule. When a school is found guilty, the President is authorized to direct the penalty or penalties.
3. A school violating any rule, whether it be due to carelessness, willfulness, ignorance or any other cause, may be subject to a fine of not more than two thousand-five hundred

dollars ($2,500.00) for each offense, and/or probation in the sport(s) in which the violation has been made, and/or suspension from the Association up to a full calendar year, and/or forfeiture of games and/or contests involved.

4. **PROBATION**: Placing a school on probation permits a school to compete in regular season games and/or contests, but will place restrictions on post-season participation as deemed appropriate by the President.
5. A school which, after investigation, is adjudged guilty of violating the rules of the Association shall pay the costs incidental to such investigation; such costs to be in addition to fines or penalties assessed. Failure to pay the cost shall result in suspension or in lengthening the period of suspension.

Section 9 - Code of Ethics Reporting

1. The Georgia Association of Private and Parochial Schools recognizes its responsibility with respect to the promotion of honesty, truthfulness, and accuracy in record-keeping and reporting. All schools are held to a standard reflecting honesty, truthfulness, and accuracy in record-keeping and reporting. **(Appendix D)**

Article V- VOTE

Each school shall have one (1) vote at the Heads Business Meeting. Each committee member shall have one (1) vote at the committee meeting.

AMENDING RULES AND REGULATIONS

To amend the GAPPS Constitution, it shall take a majority vote of the Heads of School (or the appointed designee from their school) who are present at a regular or properly called meeting at which a quorum is present. Blank ballots, abstentions and pass votes are not permitted.

To amend the GAPPS By-laws or Interscholastic Competitions, it shall require a majority vote by the Executive Committee who are present at the regularly or properly called meeting at which a quorum is present. Blank ballots, abstentions and pass votes are not permitted.

Requests for change to the Constitution, By-laws or Interscholastic Competitions must be submitted to the President no later than February 1 of each school year. The effective date of any change in the GAPPS Constitution, By-laws or Interscholastic Competition, unless safety related, shall be July 1st of the new school year.

BY-LAWS

These rules establish the provisions governing student eligibility to participate in interscholastic activities.

1. The word "student" used in these By-laws refers either to a boy or girl participating in interscholastic athletics or literary activities. Therefore, according to correct grammatical usage, since the antecedent "student" can involve persons of both sexes, the masculine pronouns he, his, or him used throughout will refer to either male or female participants.
2. The word "Head of School" used in these By-laws refers either to a male or female head of a school. Therefore, according to correct grammatical usage, since the antecedent "Head of School" can involve or refer to persons of either or both sexes the masculine pronouns, he, him, or his, will refer to a male or female head of the school.
3. The abbreviation GAPPS used throughout these By-laws refers to the Georgia Association of Private and Parochial Schools.

BY-LAW 1.00 – STUDENT

1.10 - CERTIFICATION OF ELIGIBILITY

1.11 - **Students gain eligibility** to practice or compete for the school in which they are enrolled after they have been certified by the Head of School, after the eligibility forms have been processed by the GAPPS Office, and after the students have met the standards of:

1. academic requirements
2. age
3. semesters in school
4. transfer rules

Note: Students establishing eligibility as entering 8th or 9th graders are automatically eligible for the first semester unless they are over age.

1.12 - If a student ruled ineligible by GAPPS, competes in interscholastic due to the terms of a **court restraining order or injunction** against his/her school and/or GAPPS, and then has the court order vacated, stayed, reversed, or ruled unjustified; the President shall take one or more of the following actions against the school involved in the interest of restitution and fairness to the competing school(s):

1. Require that individual and/or team records and performances achieved during participation by the ineligible student be vacated or stricken.
2. Require the team victories be forfeited to the opponent(s).
3. Require that team awards earned by the school or individual awards earned by the ineligible student be returned to GAPPS.

1.13 - Member schools shall be required to provide transcripts and/or other supporting documentation when:

1. A student has enrolled into a member school after entering the 9th grade, and whose name appears on an official GAPPS interscholastic roster.
2. The student's age is greater than the grade enrolled as governed by the Georgia Department of Education.
3. A question concerning potential violation of academic standards has been reported.

1.20 - ENROLLMENT AND TEAM MEMBERSHIP

1.21 - To be eligible to tryout and/or participate:

1. The student's name must appear on the school's Student Enrollment database found online at gappschools.com.
2. In order for the student's name to appear on an official roster, the name must first appear on the Student Enrollment.
3. Prior to participating in a GAPPS sanctioned activity, the student's name must first appear on the official roster.
    a. Due dates for roster submission can be found on the GAPPS calendar
    b. When it becomes necessary to remove a participant from an official roster, the participant may not be re-submitted for the same sport during the same sport season without appeal. Appeals are to be submitted to the GAPPS President no later than 72 hours prior to the date eligibility is requested.
4. The cutoff dates for newly enrolled students to be eligible for that season's interscholastic activities are as follows:
    a. Fall Sports: September 15
    b. Winter Sports: January 10
    c. Spring Sports: March 10
5. No new students, including AES, entering the member school after these cutoff dates will be allowed to participate in that season's activity.

1.22 - Enrollment is defined as follows:

1. Fall Semester: when the student participates in a practice or contest before classes begin, or the student attends classes.
2. Spring Semester: when the student attends classes.
3. A student may be enrolled in only one (1) member school at a time. And must be under the direction of that school.
4. The student must be in regular attendance.

1.30 - AGE LIMITS

1.31 - To be eligible to participate in high school interscholastic activities, a student must not have reached his 19th birthday prior to September 1st of the current school year. **(Effective 6/1/2025)**

1.32 - To be eligible to participate in middle school interscholastic activities, a student must not have reached his 15th birthday prior to September 1st of the current school year.

1.33 - Unless otherwise specified, a student participating in an interscholastic program shall be permitted to participate at a grade level not to exceed one grade below the youngest grade assigned to the activity (see Art. III Sect. 6). **(Effective 6/1/2025)**

1. 1st through 5th grade students shall be permitted to participate in activities designated as Elementary. Students who have not reached the 1st grade shall not be permitted.
2. 5th through 8th grade students shall be permitted to participate in activities designated as Middle School. Students who have not yet reached 5th grade shall not be permitted to participate.
3. 8th through 12th grade students shall be permitted to participate in activities designated as Varsity. Students who have not yet reached 8th grade shall not be permitted.

1.40 - LIMITS OF PARTICIPATION

1.41 - Students must have a certificate of an **annual physical examination on file** at the school prior to participating in any athletic try-outs, practices, voluntary workouts or games that indicate the students are physically approved for participation.

1. Physical examinations will be good for twelve (12) months from the date of the exam. EXCEPTION: Any physical examination taken on or after April 1 in the preceding year will be accepted for the entire next Association school year.
2. The physical exam must be conducted by a licensed medical physician, Doctor of Osteopathic Medicine, nurse practitioner or a physician's assistant.
3. The exam must be signed by an M.D., D.O., or by a Physician's Assistant, or an Advance Practice Nurse who has been delegated that task by an M.D., or D.O.
4. The Association requires that member schools use the latest edition of the pre-participation physical evaluation form approved by the American Academy of Pediatrics, et. al., found on the GAPPS website.

1.42 - A student has **eight (8)** consecutive **semesters** or four (4) consecutive years of eligibility from the date of entry into the ninth grade to be eligible for interscholastic competition. Eligibility in the eighth grade will be for one year only for varsity.

1. A student is not considered to have entered the 9th grade when high school level courses are taken if the student is regularly enrolled in a school in a grade below the ninth grade.
2. Credits earned toward high school graduation which are taken below the ninth grade may be used when considering high school eligibility.
3. The provisions of the eight (8) semester rule can only be waived in the case of an individual student by the Appeal Committee.

1.43 - With the exception of migratory rule, Sub-varsity competitors must meet all eligibility requirements.

1.44 - Students may participate on **both the varsity and one (1) sub-varsity team** in the same sport with the following limitations:

1. **Football:** A player may not participate in interscholastic competitions more than six (6) quarters per week, beginning with the varsity game, excluding special teams.
2. **Basketball:** During any one game day, an individual player may not exceed six (6) quarters of play (overtime excluded). If a player enters the game for the 7th quarter in one day, then the player is considered ineligible and the game he enters will be a forfeit.
3. **Soccer**: A player may not participate in interscholastic competition more than three (3) halves per calendar day. (NOTE: Tournaments are exempt from this restriction.)
4. **All other sports**: The combination of games or play days (varsity and sub-varsity) in which the student participates may not be greater than the limit allotted to the varsity in that sport.

NOTE: Violations of these participation rules in ANY sport will result in a mandatory fine and an automatic forfeiture of the game in which the student exceeded the limit. Additional penalties may be imposed by the President in extreme circumstances.

1.45 - The number of contests, **start and end dates** allowed for each sport or activity can be found on the GAPPS website at www.gappsports.com. (NOTE: The season ends for a team when that team is eliminated from the post-season competition or wins the State Championship in that sport.)

1.46 - A student's biological sex is determined by indicators applied to the original birth certificate issued at birth.

1.47 - Girls may participate on boys' teams when there is no girls' team offered in that sport or activity by the school (exception: Wrestling). Boys may not participate on girls' teams even when there is no corresponding boys' sport or activity. Archery, Bass Fishing, Golf, and Clay Target are coed sports.

1.48 - Advisory Notice - Pregnant Students: For pregnant students attending member schools, who continue to participate in Association activities, the following advisory notice is required:

1. During the first 18 weeks of pregnancy, students, with written consent from a physician, may be allowed to participate in athletic activities except those activities in which a fall or other rapid deceleration is likely to occur.
2. Pregnant students are not allowed to participate in any athletic activities after the 18th week of pregnancy.

1.49 - Schools having students participate in athletic activities with **artificial limbs** must certify that the artificial limb is no more dangerous to participants than a natural limb.

1. A permission form must be filed with the Association Office.
2. The form may be found in the FORM section of the Association website.

1.50 - SCHOLASTIC STANDING

1.51 - To be eligible to participate, practice, and/or try out in interscholastic activities, a student must be academically eligible. A student is required to pass classes that carry at least 2.5 Units (per semester) counting toward graduation the semester immediately preceding participation. EXCEPTION: First semester ninth-grade students.

1. Passing in all Association member schools is determined by the school by awarding a credit.
2. Students participating in junior varsity or "B" team competition must meet all scholastic requirements.
3. For schools offering courses with year-long grading, eligibility must be computed for each semester.
    a. At the end of the first semester, the school must determine that the student has a passing grade in classes carrying at least 2.5 Units (per semester).
    b. The second semester grade will be the grade given for the entire course and shall include the end-of-course test grade.

1.52 - Students gain or lose eligibility on the first day of the subsequent semester. The first day of the Fall semester shall be interpreted as the first date of practice for the first sport. Exception: Students who successfully complete summer school to maintain eligibility become eligible the last day of summer school.

1. Summer school is an extension of the previous semester and courses may be:
    a. remedial in nature where a previously taken course is repeated in its entirety with a new grade being given.
    b. enrichment in nature where a new course is taken that results in new credit being earned.
2. A maximum of two (2) unit credits earned in summer school may be counted for eligibility purposes. NOTE: Additional credits may be earned in credit recovery programs or make-up programs after the start of the new semester.
3. Summer school credits earned in non-accredited home study programs or non-accredited private schools may not be used to gain eligibility. Accreditation recognized under the rule shall be from the Georgia Accrediting Commission (GAC) or a regional accreditation agency (such as SAIS - SACS).
4. An independent study course taken in summer school must be regionally accredited and accepted by the school for graduation credit.

a. Courses completed after the beginning of a new semester may not be used to gain eligibility for that semester. Example: night school classes, correspondence courses, etc.
b. Independent study courses taken during the school year must meet the criteria of:
    i. Regionally Accredited and accepted by the school for graduation credit.
    ii. Students who successfully complete independent study courses to maintain eligibility become eligible upon the successful completion of the independent study course.

1.53 - Academic Eligibility:

1. A student who has passed in 5 unit subjects for the first semester (approximately one-half of the academic school year) is eligible for the second semester.
2. A student who passes in 5 unit subjects, or their equivalent, for the second semester or for the year is eligible for the following year.
3. If a school is on the quarter system:
    a. A student must pass 5 unit subjects, or their equivalent, for the first quarter (approximately one-third of the regular academic year) in order to be eligible for the second quarter.
    b. A student must pass 5 unit subjects, or their equivalent, for the second quarter to be eligible for the third quarter.
    c. A student must pass 5 unit subjects, or their equivalent, for the third quarter or for the year in order to be eligible for the first quarter of the following year.
4. Of the 5 unit subjects, 3 units MUST be in the following subject areas: English, Foreign Language, Science, Social Science, Mathematics, Religion, and Business Education.
5. Excluded from any credit are teacher's aide, office aide, or their equivalent.
6. Students failing to pass the required five (5) unit subjects for the first semester may be allowed to become eligible at the end of the 3rd nine weeks grading period if they were passing the required five (5) unit subjects at that time. Students must have passed at least three (3) subjects at the semester to be eligible to gain eligibility in this manner.

1.54 - Students must accumulate units towards graduation according to the following criteria:

1. First-year students (entering 9th grade) are eligible academically. Second semester first-year students must have passed courses carrying at least 2.5 units the previous semester in order to participate.
2. Second-year students must have accumulated five (5) total units in the first year, AND passed courses carrying at least 2.5 units in the previous semester.
3. Third-year students must have accumulated eleven (11) units in the first and second years, AND passed courses carrying at least 2.5 units in the previous semester.
4. Fourth-year students must have accumulated seventeen (17) units in the first three years, AND passed courses carrying at least 2.5 units in the previous semester.

5. Students may accumulate the required units for participation during the school year and eligibility will be reinstated at the beginning of the next semester.

1.55 - University Model Schools:

1. Students must attend a minimum of three (3) full-time (on-campus) classes per semester in high school to be considered as a full-time enrolled student.
2. If taking five or fewer classes, he/she must pass all their classes to be eligible to play.
3. If a student is taking more than five (5) classes, he must pass at least five (5) classes in order to remain eligible to participate.
4. Students attending University Model schools must still be following a graduation track listed above.

1.56 - A Dual Enrollment Program is defined as a program in which a full-time student at a GAPPS member school takes one or more courses from a state public or private postsecondary institution and receives credit at the high school (toward graduation) and at the postsecondary institution.

1. Dual enrolled students shall take courses that are approved by the Georgia Department of Education.
2. Courses may be taken in a variety of formats (including distance learning and virtual courses) as long as the courses are approved.
3. Postsecondary semester hour credit shall be converted to high school unit credit as follows:
    a. 1-2 semester hours equates to .5 unit
    b. 3-5 semester hours equates to 1 unit
4. Postsecondary quarter hour credit shall be converted to high school unit credit as follows:
    a. 1-3 quarter hours equates to .5 unit 2. 4-8 quarter hours equates to 1 unit
5. The school and Head of School must maintain full and complete discipline and control during the students' day.

1.57 - Students involved in approved Dual Enrollment Programs shall be eligible to participate in GAPPS activities provided that academic eligibility is maintained.

1. Courses taken each semester at the member school and/or postsecondary institution must total at least 2.5 units.
2. Courses passed the previous semester at the member school and/or postsecondary institution must total at least 2.5 units
3. Students will gain or lose eligibility on the first day of each semester at the member school and a college calendar that differs from the member school calendar may cause problems.
4. Students who withdraw or are dropped from a Dual Enrollment program and are returned to the member school only, may encounter eligibility problems.
5. Students involved in Joint Enrollment programs, Early College programs, or Gateway to College programs may not be eligible at their respective member schools.

6. A student who participates on an intercollegiate athletic team may not participate in any GAPPS activity.

1.58 - Failure to Meet Academic Standards:

1. When a school administrator believes that the student has failed to meet the academic eligibility requirements due to conditions that were beyond the control of the school, the student, and/or his or her parents, and such that none of them could have been expected reasonably to comply with the rule, the school administrator may request that the student's case be put on the agenda of the Appeal Committee.
    a. Ignorance of the rule(s) on the part of any individual is not sufficient cause to set aside the rule(s).
    b. Schools must supply all the materials requested on the Online Appeal Application Form.

1.59 - Regaining Academic Eligibility:

1. Make-up programs occur when a course has not been completed and an “Incomplete” grade has been given. The student is given the opportunity to work on areas of deficiency.
2. The student is ineligible until such time as the work is completed and the required passing grade has been recorded.

1.60 - REGULATION OF ALTERNATIVELY EDUCATED STUDENTS (AES):

1.61 - AES are those students who gain interscholastic eligibility to participate with a GAPPS member school without consideration of enrollment with the desired school of participation. Consideration for AES eligibility is based on the following criteria;

1. Home Study Students (Homeschooled) as defined by O.C.G.A. 20-2-690 .
    a. Includes students who take classes outside of the home or through virtual programs, though the parent/legal guardian is responsible for documenting the students educational progression.
2. Students enrolled in a GAPPS approved Public or Private Virtual School that does not provide interscholastic activities.
3. Students enrolled in a GAPPS member school that does not provide the desired activity and request consent to participate with another GAPPS member school. This process is referred to as **“Crossover Participation”.**

1.62 - Application Process:

1. Prior to applying, the AES family should determine a GAPPS Member School for desired participation. Approval for said participation should be obtained prior to submitting the application.
2. A Parent or Legal Guardian must complete the student’s application via the AES parent portal (**AES Eligibility Parent Portal**) to participate. The application must be approved prior to any form of participation.

a. Parents or Legal Guardians must submit the student's Birth Certificate and a copy of the GaDOE Declaration of Intent or other compliance supporting documentation for each AES participant.
b. When approved, AES participation shall be authorized beginning with the date of approval and expiring on May 31 each year, or until such time that eligibility has been terminated by GAPPS.
c. Applications for the current school year accepted June 1 through April 15.

1.63 - Eligibility:

1. Students must declare educational status and/or enrollment no later than September 1st of the current school year.
2. Alternatively Educated Students (AES) will play under the authority of GAPPS and must meet all eligibility requirements as stated in the Certification of Eligibility (Bylaw 1.10).
3. Students who are identified as "Home Study" students by the State of Georgia, and who enroll in a public school (Dexter Moseley Act) for the purpose of interscholastic opportunities, are not eligible to participate with a GAPPS member school.
4. AES participants will be eligible to participate in GAPPS at a grade that is appropriate for his/her age. However, the eligibility will be limited by the actual current grade level (eight semester rule, bylaw 1.42) of this student. Example: If the student is 13 years old but is enrolled in 11th grade; the 13-year-old will be eligible to participate as an 8th grader.
5. The following chart will determine the age a participant can be in order to participate in each grade level without appeal. This age is determined as of September 1st of the school year.

AGE TO GRADE COMPARISON CHART					
Grade	**Age**	**Grade**	**Age**	**Grade**	**Age**
4th	9 yoa	5th	10 yoa	6th	11 yoa
7th	12 yoa	8th	13 yoa	9th	14 yoa
10th	15 yoa	11th	16 yoa	12th	17 yoa

1.64 - "Home Base" School

1. The term "Home Base School" is used to identify the school in which AES who are homeschooled are assigned to for interscholastic purposes.
2. AES who are homeschooled will be assigned a "home base school" that he/she will be eligible for the duration of his/her eligibility.
3. AES who are homeschooled must live within a 30-mile radius of the GAPPS home base school.
4. AES who are homeschooled should meet the admission qualifications of the home base school.
5. Once a homeschooled student has been assigned a home base school, they are subject to the same rules governing interscholastic activities as would apply to an enrolled student.

1.70 - RULES GOVERNING AES PARTICIPATING IN DIVISION I SPORTS

1.71 - Member schools are permitted the use of AES in all sanctioned interscholastic activities.

1. At no time can an enrolled student be cut from a team to add an AES.
2. In order to use an AES, a member school must first determine that they do not have enough enrolled students to make a complete roster for a sports team. When a school does not have enough enrolled students, they may use AES to fill a roster.
3. Returning "Homeschool" students whose name appears/approved on the previous season's official Division 1 roster, shall be granted continued participation in the activity at the level of competition only. (Note: Elementary and JV participation do not meet Division 1 participation standards)

1.72 - With the exception of Football, the number of AES appearing on a roster shall be restricted to 25% of a reasonable number of athletes necessary to field the team, unless otherwise noted in the guides. If the team's roster includes AES athletes, the roster maximum shall be the same. Schools which do not use AES athletes are not restricted to the number of athletes appearing on a roster.

1. Enrolled Students who have reached the 11th grade, and who are otherwise eligible to participate on a Varsity Sport Team, may not be assigned to a Sub-Varsity roster when being replaced by an AES.
2. Students who have not reached the ninth (9th) grade, and who are participating in High School sports, are not counted towards roster limits.
3. Students who have not reached the sixth (6th) grade, and who are participating in Middle School sports, are not counted towards roster limits.

1.73 - Alternatively Educated Student Participation Guide by Division (High School)

AES PARTICIPATION GUIDE (HIGH SCHOOL)						
DIVISION 1 SPORTS				**DIVISION 2 SPORTS**		
SPORT	**AES**	**ROSTER LIMIT**		**SPORT**	**AES**	**ROSTER LIMIT**
Archery	Division 2 Only			Archery	No Limit	No Limit
Baseball	4	16		Baseball	No Limit	16
Basketball	3	12		Basketball	No Limit	12
Bass Fishing	Division 2 Only			Bass Fishing	No Limit	2 per boat
Clay Target Sports	Division 2 Only			Clay Target Sports	No Limit	No Limit
Cross Country	3	No Limit		Cross Country	No Limit	No Limit
Football 9 Man	Division 2 Only			Football 9 Man	No Limit	24 (w/AES)
Football 11 Man	6	No Limit		Football 11 Man	Division 1 Only	
Flag Football (HS Only)	4	16		Flag Football	Division 1 Only	
Golf	0	None		Golf	No Limit	No Limit
Soccer	5	20		Soccer	No Limit	20
Softball (HS Only)	4	16		Softball	Division 1 Only	
Swimming	Division 2 Only			Swimming	No Limit	No Limit
Tennis	Division 2 Only			Tennis	No Limit	No Limit
Track & Field	Division 2 Only			Track & Field	No Limit	No Limit
Volleyball	3	12		Volleyball	No Limit	12
Wrestling (HS Only)	Division 2 Only			Wrestling	No Limit	No Limit

**Regions established for activities classified as "Non-Team Sports" may combine Division 1 with Division 2. During post-season play, these activities may be separated by Division/Classification or combined with awards earned based on Division/Classification.*

***Archery, Swimming, and Clay Target sports are currently only offered as Division II sports. All schools participating in these sports will follow Division II Eligibility guidelines.*

1.74 - Alternatively Educated Student Participation Guide by Division (Middle School)

AES PARTICIPATION GUIDE (MIDDLE SCHOOL)						
DIVISION 1 SPORTS				**DIVISION 2 SPORTS**		
SPORT	**AES**	**ROSTER LIMIT**		**SPORT**	**AES**	**ROSTER LIMIT**
Archery	Division 2 Only			Archery	No Limit	No Limit
Baseball	5	20		Baseball	No Limit	20
Basketball	4	16		Basketball	No Limit	16
Bass Fishing	Division 2 Only			Bass Fishing	No Limit	2 per boat
Clay Target Sports	Division 2 Only			Clay Target Sports	No Limit	No Limit
Cross Country	Division 2 Only			Cross Country	No Limit	No Limit
Football 9 Man	Division 2 Only			Football 9 Man	No Limit	24 (w/AES)
Golf	Division 2 Only			Golf	No Limit	No Limit
Soccer	6	24		Soccer	No Limit	24
Swimming	Division 2 Only			Swimming	No Limit	No Limit
Tennis	Division 2 Only			Tennis	No Limit	No Limit
Track & Field	Division 2 Only			Track & Field	No Limit	No Limit
Volleyball	4	16		Volleyball	No Limit	16

**Regions established for activities classified as "Non-Team Sports" may combine Division 1 with Division 2. During post-season play, these activities may be separated by Division/Classification or combined with awards earned based on Division/Classification.*

***Archery, Swimming, and Clay Target sports are currently only offered as Division II sports. All schools participating in these sports will follow Division II Eligibility guidelines.*

1.80 - TRANSFER / MIGRANT STUDENTS / MIGRATORY WAIVER

1.81 - A transfer student who has established eligibility at a former GAPPS school in grades 9-12 shall be immediately eligible at the new school if:

1. The student moved simultaneously with the entire parental unit or persons he/she resided with at the former school. This is known as a "bona fide move."
    a. It must be apparent that the parent(s) or persons residing with the student and the student have relinquished the residence in the former location and have occupied a residence in the new area.
2. The following factors, although not conclusive, may be evidence of relinquishment of the former residence: Selling the residence and vacating it; OR vacating the residence and listing it for sale at a fair market value; OR vacating the residence and leasing it to another (other than a relative) at fair market value. NOTE: When a family claims multiple

residences, the residence for which they apply for a homestead exemption will be declared the primary residence provided the family spends the majority of their time at this residence.

3. The bona fide move is validated when the student's family maintains the new residence for at least one calendar year. A return to the previous location within that year renders the student a migrant student. All hardship appeal processes are available.
4. Family Move: To be eligible, these criteria must be considered. The new family residence must be:
    a. nearer to the school to which they are transferring than they were to the school previously attended.
    b. The new residence must be nearer to the school to which they are transferring than the old residence was.
    c. The new residence must be farther from the old school than the old residence was.
    d. Any move that is not bona fide and is made for the purpose of creating eligibility shall be considered illegal and the student shall be ineligible in any Association (Interscholastic) school for a period of one calendar year.
5. The student is involved in a foreign exchange program that is approved and published on the "Advisory List of International Educational Travel and Exchange Programs" published by the Council on Standards for International Educational Travel (CSIET). This list is found on the Association web site. Website Link
    a. The student shall not be a graduate of a secondary school in his home country.
    b. The student must maintain eligibility requirements at the member school.
    c. Foreign students that live with family and arrive in this country legally are eligible.
6. Foreign students that arrive in this country legally and are not living with family and are not under an approved exchange program must appear before the Appeal Committee to be considered eligible. Once approved, as long as they stay at the same high school for consecutive years, they do not go before the Appeal Committee again.
7. Please submit all foreign and exchange students' information in writing to the GAPPS office along with the student's transcript. This must include the GAPPS International Education Application *(Found under AD/Coach Resources on the GAPPS Website).*
8. If your school is not approved by CSIET and you develop your own Foreign Exchange Program or you have used a different program, you must file any and all paperwork with the GAPPS by May 1st of the preceding school year for acceptance or rejection.
9. Foreign exchange students registered with a CSIET approved program are eligible without appearing before the Appeal Committee if they arrive before September 15.
10. Foreign exchange students registered with a CSIET approved program that arrive after September 15 must appear before the Appeal Committee to be considered eligible. Once approved, as long as they stay at the same high school for consecutive years, they do not go before the Appeal Committee again.

1.82 - If one of his/her parents or the custodial parent is a teacher or administrator teaching at the receiving school. This opportunity is available one time only at any given school. (NOTE: Rules about joint custody transfers overrule the one-time transfer restriction in this section.)

1.83 - The student has one of the following family related circumstances which shall constitute a waiver of the "bona fide move" rule:

1. There is a Superior Court Final Order changing permanent physical custody of the student from one parent to the other parent and the student moves to the residence of the parent receiving custody and attends the member school.
2. There is a Superior Court Final Order awarding permanent joint physical custody to the parents and the student elects to move from the residence of one parent to the residence of the other parent in a new area and attends the new member school. Provided, however, that such an election can be made only once during a 12-month period beginning the date of the transfer, the Final Order must have specifically awarded the parents "joint physical custody" of the student. An award of "joint legal custody" shall not suffice for purposes of this paragraph.
3. There is a death of the custodial parent with whom the student resided and the student moves to live with the other parent in a new area and attends another member school.
4. There is a military transfer of one or both custodial parents that requires a change of residence of the student to a new area and the student attends another member school. (NOTE: Eligibility forms for transfer eligibility under paragraphs (1), (2) and (3) above must be accompanied by certified copies of applicable Court Orders. Eligibility forms for transfer eligibility under paragraph (4) above must be accompanied by true and correct copies of verifiable deployment orders.)

1.84 - Students who are U.S. citizens and who have been enrolled and attended a high school in a foreign country, upon return to the U.S., shall be eligible to participate at an Association member school and are otherwise eligible under Association age, eight-semester, academic and other eligibility rules.

1.85 - Students entering a school as an "unaccompanied youth" under the conditions of the McKinney-Vento Act must go through the appeal process to become eligible.

1.86 - A "migrant student" is a student who has held eligibility at a GAPPS member school and transfers into another member school, within 12 months, without a bona fide move or without one of the exceptions listed in Section 1.81. The student may practice or compete at the sub-varsity level but may not compete at the varsity level for one calendar year from the date of his entry into the new school.

1.87 - A student who is not eligible because of GAPPS rules at the former school, and then transfers to a new school, cannot regain eligibility by the transfer. Ineligible students cannot gain eligibility by being adjudicated to YDC and subsequently returning to their resident school with earned credit.

1.88 - Appeal Applications may be filed online by an administrator at a member school when a student does not meet the standards of eligibility outlined in Section 1.53 (academic issues) and 1.80 (transfer issues).

1. GAPPS Rules & Regulations specify that the hardship issues must be beyond the reasonable control of the persons involved.
2. The process of appealing a decision of the Appeal Committee is outlined in the Association Rules & Regulations.

1.90 – RECRUITING / UNDUE INFLUENCE / FINANCIAL AID / AMATEUR STATUS / AWARDS

1.91 - Recruiting and Undue Influence is defined as the use of influence by any person connected directly or indirectly with an Association school to induce a student of any age to transfer from one school to another, or to enter the ninth grade at a member school for interscholastic purposes.

1. The use of undue influence to secure OR retain a student for competitive purposes is prohibited and shall lead to penalties being assessed against either school. NOTE: This violation may cause the student to forfeit eligibility for one year from the date of enrollment.

2. Evidence of undue influence includes, but is not limited to:
    a. personal contact initiated by coaches, boosters, or other school personnel in an attempt to persuade transfer
    b. gifts of money, jobs, supplies, clothing, or housing incentives
    c. free transportation
    d. free admission to contests
    e. an invitation to attend practices and/or games
    f. a social event (other than an official school wide Open House program) specifically geared for prospective athletes
    g. free tuition beyond the allowable standards found in Section 1.94
    h. a coach asking a prospective student for contact information
3. Complaints or reports of violations of this rule will be investigated and handled on a case-by-case basis.

4. A school will be afforded an opportunity to demonstrate it could not reasonably be expected to be responsible for the actions of a booster who is found to have violated the recruiting/undue influence rules.

1.92 - A student transferring from one member school to another shall be ruled ineligible for one year because of **"**undue influence**"** if it is proven that:

1. The coach of the receiving school coached an out-of-school team or all-star team on which the athlete played prior to the transfer; OR
2. The coach at the receiving school acted as a private athletic instructor for the transferring athlete, regardless of whether the coach was paid for his services and/or expertise; OR
3. The student participated in a sports camp or clinic run by a member school and/or its coach(es).

4. The player who played for a coach at one school (Association member or non-member) and subsequently followed that coach when he/she moved to an Association school or changed schools within the Association membership. (This is not applicable to dependent children of the coach.)
5. The situations cited in this section are considered to be violations even if a bona fide move has occurred, and the hardship appeal procedures are available for the demonstration that undue influence has not occurred.

1.93 - A booster shall be considered to be an extension of the school and must abide by all rules applied to coaches and other school personnel.

1. The following persons or groups may be considered boosters
    a. members of the school's Booster Club
    b. students
    c. alumni
    d. parents or guardians
    e. relatives of a student or former student
    f. financial donors
    g. donors of time and effort
    h. personal trainers or coaches renting facilities

1.94 - FINANCIAL AID

1. Any student who receives financial aid or non-Association approved gifts from any source and in any form (scholarships, tuition remission, cash, gifts, etc.) arising out of or received in connection with their participation in any sport or literary event shall be ruled ineligible. The duration of the ineligibility will last as long as the illegal benefits are being received. This prohibition shall not apply to awards under Section 1.95 or to other items approved by the Association.

    a. If tuition is charged, it must be paid by a parent, legal guardian, or other family member with the exception of payments coming from need-based financial aid.
    b. It is not legal for donated funds to be designated for a specific student that are given by non-family members, businesses, churches or other organizations, except for programs specified by state law.
    c. Schools may not employ students to work off their tuition costs.
    d. The Association President will determine whether the financial aid or gift arose out of or in connection with participation in any sport or literary event.
    e. If a school allows a student who has received such financial aid or gifts to participate in competition, the President shall assess an appropriate penalty.

2. Financial aid in the form of free or reduced tuition or other aid must be need-based aid as determined by a national student aid service or financial aid based on institutional policies for academic performance (classroom record and/or test scores) that is administered by persons not in the athletic department.

3. Member schools who award financial aid shall issue a statement to the President signed by the Head of School giving the following information:
    a. Number of students enrolled in the school
    b. Number of students receiving financial aid
    c. Names of students (or a listing of student identification numbers) receiving financial aid who are involved in GAPPS activities
    d. Certification that the percentage of students who participate in activities and who receive financial aid is the same percentage as the number of students receiving financial aid who do not participate in activities (plus or minus 5%)

1.95 - AMATEUR STATUS / AWARDS

1. A student who represents a school in interscholastic athletic competition shall be an amateur in that activity.
    a. An amateur athlete is one who engages in athletic competition solely for the physical, mental, social, and pleasure benefits derived there from.
    b. Accepting nominal, standard fees or salary for instructing, supervising, or officiating in an organized youth sports program or recreation, playground or camp activity, shall not jeopardize an athlete's amateur status.
    c. Reasonable compensation derived from private lessons in a sport is permissible.
2. An athlete forfeits amateur status in a sport by:
    a. Competing for money or other monetary compensations except for reasonable allowances for travel, meals, and lodging. NOTE: Accepting expense allowances authorized by the United States Olympic Committee for Olympic Development Programs is acceptable for GAPPS students.
    b. Receiving any award or prize of monetary value which has not been approved by GAPPS.
    c. Capitalizing on athletic fame by receiving money or gifts with monetary value except college scholarships.
    d. Signing a professional playing contract in any sport or hiring an agent to manage his/her athletic career.
3. Only awards approved by GAPPS may be accepted by a high school student-athlete as a result of participation in school or non-school competition in a sport recognized by GAPPS.
4. Symbolic awards (i.e. non-cash) presented for winning or placing in GAPPS competitions are limited to $400 per year, per student in the aggregate, paid by the local school. These are the only GAPPS approved awards for interscholastic competition. Beyond this, a student may receive one (1) school sweater or jacket presented by the school during his high school career.
5. Athletes competing in golf or tennis events are limited to awards as specified in the *United States Golf Association Rules of Golf*, and the *United States Tennis Association Handbook of Tennis Rules* and Regulations, which includes (but not limited to) the following:

a. No cash awards may be accepted.
b. Merchandise awards in tennis may be accepted up to a retail value of $250.00.
c. Merchandise awards in golf may be accepted up to a retail value of $750.00.

6. Players attending national camps or all-star events may keep reasonable benefits for housing, meals and transportation. Players may keep only equipment that is commemorative in nature and/or used in the process of the event's workouts.

BY-LAW 2.00 - SCHOOL

2.10 - SCHOOL MEMBERSHIP TO GEORGIA ASSOCIATION OF PRIVATE AND PAROCHIAL SCHOOLS

2.11 - GAPPS is a voluntary association available to any independent school in the state.

1. Member schools agree to conform to the Constitution and By-laws of GAPPS.

2.12 - Membership Requirements:

1. The school will apply to GAPPS by submitting an application form found on the GAPPS website.
2. Once the application is received, a GAPPS representative will contact the school and initiate the approval process.

2.13 – Catastrophic Insurance

1. Member schools are required to obtain Catastrophic Insurance through GAPPS. Fees associated with Catastrophic Insurance are determined by the number of students from each member school participating in GAPPS sanctioned activities.

2.14 – Fees **(Appendix A)** including Participation, Catastrophic Insurance, and other incidental fees are determined by the association annually.

1. **Participation Fees** are assigned to each sport team participating in GAPPS sanctioned activities. These fees are collected per sports season.
2. **Catastrophic Insurance Fees** – New membership requires an estimated number of students anticipated to participate in sanctioned events for the school year. GAPPS will invoice the new member based on the school's projection. Following completion of the initial year, member schools will be invoiced based on the number of students participating the previous school year.
3. **Coaches Association Fees** - Coaching sports with a GAPPS member school, rather as a Head or Assistant Coach, requires the completion of the GAPPS Coaches Certification program **(See 2.40)**. The fees associated with this requirement are based on team participation and are collected per sport season.
4. **Event Entry Fees** are assigned to each sport **(Appendix E)**. These fees are set by the association and designed to provide a standard to which each member school shall follow. These fees may be less than but not greater than the amount listed.

2.15 - If a school initiates litigation against the association and the court rules in favor of the association, the school shall be responsible for paying all court costs and attorneys' fees.

2.16 - If the association conducts an investigation of a member school in reference to a possible violation of association rules and the member school is found to be in violation, the school shall be assessed the cost of the investigation in addition to any fines.

2.17 - Playing an Independent / Non-Region Schedule: A school may choose to play an independent / non-region schedule in any of the programs offered.

1. A school playing an independent / non-region schedule may participate provided that the reason for declaring the season status is not related to meeting eligibility standards.
2. Schools participating in independent / non-region competition are subject to all league requirements for standards of competition to include the certification of coaches, players, game reports and submission of rosters and schedules.

2.20 - ADMINISTRATIVE RESPONSIBILITIES

2.21 - The administrative head of each school shall have on file in the school office:

1. A certificate of an **annual Preparticipation Physical Evaluation** given by a licensed medical physician, a doctor of Osteopathic medicine, nurse practitioner or a physician's assistant indicating the student is approved for participation in athletic activities before that student may try-out, participate in practice, conditioning drills or summer activities, or participate in interscholastic contests (see By-Law 1.41).
2. A written **Emergency Action Plan** for athletic practices and games. This plan must include responses to natural disasters, serious illnesses/injuries, and terroristic events, and must have the involvement of local law enforcement agencies, rescue agencies, medical doctors and hospital personnel.

2.22 - The administrative head of each school shall operate all interscholastic contests and activities under direct and complete control of the school administration or designated school personnel.

2.23 - The administrative head of each school shall review for accuracy the eligibility of each student participating in GAPPS sanctioned events.

2.24 - The administrative head of each school is expected to be a person who believes in fairness and honesty as evidenced by the strict adherence to all rules and regulations regarding eligibility of contestants representing his/her school.

2.25 - The administrative head of each school is expected to employ those persons who exemplify fairness and honesty. Any school personnel who knowingly violates rules regarding student eligibility, or illegal practices, or knowingly misleads a member school and/or GAPPS will be reported to the President of GAPPS for a violation of ethics.

2.26 - The administrative head of each school may submit to the GAPPS Office such recommendations for the improvement of GAPPS as he/she may deem necessary. These recommendations must be submitted to the GAPPS Office at least thirty (30) calendar days prior to the meeting of the Executive Committee.

2.27 - The member school has a responsibility to educate students, coaches, and other appropriate persons on GAPPS rules and procedures that could affect them. Further, the member school should monitor its compliance with the GAPPS guidelines.

2.28 - Member schools that fail to follow stated procedures and deadlines may be assessed a fine for each violation. **(Appendix G)**

2.29 - Member schools are expected to fulfill their responsibilities for a **sports season** once they have committed to play that sport.

1. Member schools have the option to apply for participation in sports prior to each sport season. Dates for applying to participate in a GAPPS sanctioned sport are determined by the association and are posted on the **Event Calendar;** found at gappsports.com.
2. After applying, if a school withdraws from an interscholastic activity the school will be responsible for 50% of the participation fee.
3. If a school enters the competitive structure that qualifies it to advance in postseason competition, that school is expected to advance if it qualifies. Schools that drop out of competition after qualifying may be penalized with fines or probation.
4. Appeals for emergency circumstances may be filed with the President.

2.30 - STUDENT ELIGIBILITY / STUDENT ENROLLMENT REPORTS FILED BY THE SCHOOL

2.31 - Eligibility reports are submitted by use of the "Student Enrollment Database" (found on GAPPS website) prior to the calendar date set by GAPPS.

1. Students are not allowed to participate in academic, athletic or literary competitions until their eligibility reports have been received and processed by the GAPPS Office.
2. Failure to meet the eligibility deadline may lead the GAPPS President to:
    a. Assess a fine to the school that is delinquent.
    b. Suspend the membership of a school that does not file eligibility reports
    c. Reports not filed properly will be returned to the school for resubmission.

2.32 - Schools playing interscholastic contests before filing an eligibility report on one or more participating students may be subject to one or more of the following penalties imposed by GAPPS President:

1. A fine per game or contest in which one or more participants had no eligibility report filed;
2. Forfeiture of any game in which one or more participants did not have eligibility report filed;
3. Restriction from competition in any sport if the fines assessed are not paid within fourteen (14) calendar days of notification.

2.33 - Supplementary eligibility reports may be submitted at any time on transfer students, students coming out for the team after the initial report, and/or those students who gain eligibility at the beginning of a semester.

2.34 - Once a student has been certified eligible by the school and has been processed by GAPPS, **eligibility is assumed to be continuing,** and no further eligibility report is necessary for that student during the school year unless situations occur that render the student ineligible.

2.35 - If a student **loses eligibility and regains** it during the school year, a new eligibility report should be filed for that student.

2.36 - **Changes of Eligibility Records:** When a school discovers that incorrect information has been given on an eligibility report, the school should contact the GAPPS office for procedural instructions.

2.37 - Requests to investigate a student's eligibility regarding the transfer rule must be filed with the GAPPS office at least twenty (20) calendar days before the end of the regular season in order for any penalties to be applied before the end of the playoffs.

2.40 - QUALIFICATIONS TO COACH / COACHES CERTIFICATION

2.41 – For the purpose of this manual, the term "Coach" shall be defined as any person who is given direct consent by the school to provide training and/or instruction to an athlete or athletic team.

2.42 – Each person desiring to coach a sport at a GAPPS member school, during a GAPPS sanctioned event, is required to obtain a GAPPS Coaches Certification. Applications for GAPPS coaches certification shall be submitted through the GAPPS website (www.gappsports.com).

1. A Head Coach must be 21 years of age or older, Assistant Coaches must be 18 years of age or older.
2. Member schools are required to subject all prospective coaches to a criminal background check.
3. A Coaches Certification is earned upon completion of the following:
    a. Successfully completed the GAPPS By-Laws test.
    b. Successfully completed the free online course "Concussions in Sports" prepared by the NFHS and is available at **www.nfhslearn.com**. This required a minimum of every two years.
    c. Successfully completed the free online course "Sudden Cardiac Arrest" prepared by the NFHS and is available at **www.nfhslearn.com**. This is required yearly.
    d. Successfully completed the free online course "Heat Illness Prevention" prepared by the NFHS and is available at **www.nfhslearn.com**. This is required yearly.
    e. GAPPS requires that coaches must possess a valid Cardiopulmonary Resuscitation and Automatic Emergency Defibrillator (CPR/AED) Certification.
4. Coaches credentials (which will also serve as the Season Pass) are provided upon completion of the Coaches Certification process. Coaches must possess credentials prior to participating in any GAPPS sanctioned competition or event.
5. Coaches are required to display their coaches credentials during all interscholastic competitions or events.

2.43 - Coaches who are not full time employees at the member school shall be referred to as "Lay Coaches."

1. It is recommended that Lay Coaches should sign a written agreement to coach.

2. Lay Coaches may coach for only one member school annually, regardless of whether they are paid for their services.
3. Lay coaches may not coach the same sport at more than one school.

2.44 - Member schools must register all coaches on the GAPPS Website for Coaches Certification prior to the beginning of each sport season. Failure to comply with these procedures could result in punitive actions including, but not limited to, fines, forfeitures and other penalties assessed to the member school.

2.45 - A coach on the payroll of one school, but under contract to another school for the following year, may help with spring practice at the new school if arrangements are satisfactory with both schools.

2.46 - A coach who is an active official or an assignor of official's level may not officiate a GAPPS member school's game in the same sport.

2.47 - Coaches may not, in a competitive setting during the school year, coach with a non-GAPPS team, consisting of students (current or prospective) who participate on the school team. Exception: Parent or Legal Guardian of student (Must receive prior approval from association). **(Effective 6/1/2025)**

2.50 - INTERSCHOLASTIC CONTESTS AND PRACTICES

2.51 - GAPPS shall provide rules and regulations for competition among member schools for those competitive activities listed in the GAPPS Constitution and By-laws.

1. Member schools may be allowed to schedule and play GHSA/GIAA or non-member schools provided the principal or athletic director of each agrees in writing. Rules governing "Cross Play" specific to GHSA schools:

    a. GAPPS schools competing with GHSA schools must comply with all GHSA safety rules.

    b. Participants must be in compliance with all eligibility rules of their respective associations with the exception that only those participants in grades 9-12 shall be allowed to participate.

    c. For Varsity competition in which a member school is competing with a GHSA member school; a "GHSA Cross-Play Contract," available on the GAPPS web site, must be signed by both schools and submitted to the GHSA office by the GHSA school.

    d. For Varsity invitationals/tournaments in which a GAPPS member school is inviting a GHSA school to participate, the **"GHSA/GAPPS Sanctioning Application"** must be completed and **submitted to the GAPPS office no** less than 30 days prior to the event. The individual sport parameters can be found below;

        i. Cross Country - Any meet in which eight (8) or more schools will be participating to include a GHSA School.

ii. Track and Field - Any meet in which eight (8) or more schools will be participating to include a GHSA School.
iii. Volleyball - Any invitational tournament in which five (5) or more schools will be participating to include a GHSA School, and is single or double elimination format that leads to a champion being declared. The use of pool play does not need approval.
iv. Wrestling - Any invitational tournament in which five (5) or more schools will be participating to include a GHSA School, and is a single or double elimination format that leads to a champion being declared. The use of pool play is acceptable. The maximum number of days for an invitational tournament is two (2) days.

2. A member school shall have no more than one varsity team per sport.
3. In situations not covered by section 2.51 (1), member schools shall compete, practice or scrimmage only against other member schools or against schools who are full members of GAPPS in their respective states.
4. When competing internationally, member schools may compete only against school teams in that nation that are composed of students of similar ages. International exhibition competitions or scrimmages are not allowed.

NOTE: When member schools compete out of state, the host state's adaptations of NFHS playing rules will be enforced, and all GAPPS Rules & Regulations regarding sportsmanship, eligibility and game times will be enforced.

2.52 - One interscholastic scrimmage (two teams meeting head-to-head) is allowed in the sport of Baseball, Basketball, Football, Soccer, Softball and Volleyball.

1. This scrimmage may be scheduled anytime between the beginning of practice as set by GAPPS and the first regular season game for each team.
2. This scrimmage is for Varsity teams only and shall be played with normal timing and/or scoring rules except as noted in individual sports sections.
3. Officials registered with GAPPS must be assigned.
4. A school may not scrimmage another school that is counting the scrimmage as a regular-season contest.

NOTE: NO CONTACT will be allowed the day following a Scrimmage.

2.53 - It is required that the school maintains a written contract for all Varsity Football games (the home team initiates the contract). It is strongly recommended that schools maintain a written contract for other team sport contests; baseball, basketball, soccer, softball, and volleyball.

1. Contract forms can be found on the GAPPS website.
2. GAPPS member schools are expected to fulfill the conditions of any game contract that has been properly executed.
    a. Exceptions to the contract may be made with the agreement and consent of both schools.
    b. Member schools that fail to fulfill the requirements of a scheduled event may be required to make restitution to the competing school if that school is unable to secure an opponent (this includes multi-school events). The offended school shall petition the GAPPS President for the desired restitution.

c. Schools failing to fulfill a game contract may be suspended in that sport for one (1) full calendar year or the corresponding date of the next calendar year, whichever is greater.
d. EXCEPTION**:** The GAPPS President may excuse the failure to fulfill a game contract if, in his opinion, the circumstances causing the failure were outside the control of the school officials.

3. All athletic events hosted by GAPPS member schools (except Archery, Cross Country, Golf, Clay Target Sports, Tennis and Track) shall be officiated at all levels of competition by officials who are members of associations that are approved by GAPPS. (Exception: situation noted in section 2.97).
    a. Officials' associations and their assigned schools shall include the method of payment in their contract.
    b. It is recommended that the same number of officials be used in regular-season competitions as the number used in playoff competition in that sport. Minimum number of officials required can be found in section 2.94.

2.54 - Forfeiture and Restitution Policy

1. The minimum penalty for allowing an ineligible athlete to participate in an interscholastic contest is forfeiture of the game(s). Fines or other penalties may also be imposed. NOTE: If it is determined by the GAPPS President that the school has exercised every reasonable precaution and has been deceived regarding the student's data, any or all penalties may be set aside.
2. A team shall forfeit any team standing or points toward team honors when an ineligible student participates in a contest. In sports where individual titles may be won (Archery, Cross Country, Literary, Clay Target Sports, Swimming, Golf, Bowling and Track), eligible individuals will keep their placements and opportunities to advance toward individual honors even if a teammate participated while ineligible.

2.55 - Available Seating: Member schools shall provide a seat for each ticket sold to any contest regulated by GAPPS.

1. An available seat is defined as twenty-four (24) inches in width.
2. Each school is required to make a determination of the available seats prior to the beginning of the contest.
3. At outdoor events, "standing room" tickets may be sold as long as they are identified as such at the time of the purchase, and as long as there are no problems with safety and security with such an arrangement

2.56 - Practice Policy for Heat and Humidity:

1. Schools must follow the statewide policy for conducting practices and voluntary conditioning workouts (this policy is year-round, including during the summer) in all sports during times of extremely high heat and/or humidity that will be signed by each head coach at the beginning of each season and distributed to all players and their parents or guardians. The policy shall follow modified guidelines of the American College of Sports Medicine in regard to:
    a. The scheduling of practices at various heat/humidity levels.
    b. The ratio of workout time to time allotted for rest and hydration at various heat/humidity levels.
    c. The heat/humidity levels that will result in practice being terminated.

2. All member schools shall utilize and be responsible for managing a scientifically approved instrument that measures WBGT at each practice. WBGT readings should be taken every hour beginning 30 minutes before the beginning of practice. The following WBGT readings determine the corresponding activity, hydration and rest break guidelines apply:
    a. Under 82.0 - Normal activities. Provide at least three separate breaks each hour of a minimum duration of three minutes each during practice.
    b. 82.0-86.9 - Used discretion for intense or prolonged exercise. Watch at-risk students carefully. provide at least three separate rest breaks each hour for a minimum of four minutes duration each during practice.
    c. 87.0-89.9 - Maximum outdoor practice time is two hours. For football, students are restricted to helmets, shoulder pads, and shorts during practice. All protective equipment must be removed for conditioning activities. For all sports, provide at least four separate rest breaks each hour of a minimum of four minutes each during practice.
    d. 90.0 - 92.0 - Maximum outdoor practice time is one hour. No protective equipment may be worn during outdoor practice and there may be no outdoor conditioning activities. There must be twenty minutes of rest breaks provided during the hour of outdoor practice.
    e. Over 92.0 - No outdoor activities or exercise. Delay outdoor practice until a lower WBGT reading occurs.
3. Practices are defined as the period of time that a participant engages in a coach-supervised, school-approved sport or conditioning-related activity. Practices are timed from the time the players report to the practice or workout area until players leave that area. If a practice is interrupted for a weather-related reason, the “clock” on that practice will stop and will begin again when the practice resumes.
4. Conditioning activities include such things as weight training, wind-sprints, timed runs for distance, etc., and may be a part of the practice time or included in “voluntary workouts.”
5. A walk-through is not a part of the practice time regulation and may last no longer than one hour. This activity may not include conditioning activities or contact drills. No

    protective equipment may be worn during a walk-through, and no full-speed drills may be held.
6. Rest breaks may not be combined with any other type of activity and players must be given unlimited access to hydration. These breaks must be held in a “cool zone” where players are out of direct sunlight. When the WBGT reading is over 86, ice towels and spray bottles filled with ice water should be available at the "cool zone" to aid the cooling process AND cold immersion tubs must be available for the benefit of any player showing early signs of heat illness.

2.57 - GAPPS Concussion Policy and SB 60, Sudden Cardiac Arrest Prevention Act

1. GAPPS Concussion Policy: In accordance with Georgia law and national playing rules published by the NFHS, any athlete who exhibits signs, symptoms or behaviors consistent with a concussion shall be immediately removed from the practice or contest and shall not return to play until an appropriate health care professional has determined that no concussion has occurred. (NOTE: An appropriate health care professional may include: licensed physician (MD/DO) or another licensed individual under the supervision

of a licensed physician, such as a nurse practitioner, physician's assistant, or certified athletic trainer who has received training in concussion evaluation and management).

a. No athlete is allowed to return to a game or practice on the same day that a concussion (1) has been diagnosed OR (2) cannot be ruled out.
b. Any athlete diagnosed with a concussion shall be cleared medically by an appropriate health care professional prior to resuming participation in any future practice or contest.
c. The formulation of a gradual return to play protocol shall be a part of the medical clearance.
d. It is mandatory that every coach in each GAPPS sport (including Lay Coaches, Student Teachers, and Interns) participate in a free, online course on concussion management prepared by the NFHS and available at www.nfhslearn.com at least every two years.
e. Each school will be responsible for monitoring the participation of its coaches in the concussion management course and shall keep a record of those who participate.
f. Each school must distribute to every athlete and his/her parent/guardian an information sheet that includes: the dangers of concussion injuries, the signs/symptoms of concussion, and the concussion management protocol outlined in this by-law. This sheet must be signed by the parent/guardian of each athlete and a copy kept on file at the school.

2. SB 60, Jeremy Nelson and Nick Blakely Sudden Cardiac Arrest Prevention Act: In accordance with Georgia law:
    a. Each school must distribute to every athlete and his/her parent/guardian an information sheet that includes: Early Warning Signs, How to Recognize Sudden Cardiac Arrest, and Learn Hands Only CPR outlined in this by-law. This sheet must be signed by the parent/guardian of each athlete, each athlete and a copy kept on file at the school.
    b. Each school must hold an informational meeting twice per year regarding the symptoms and warning signs of sudden cardiac arrest. At such informational meetings, an information sheet on sudden cardiac arrest symptoms and warning signs shall be provided to each student's parent or guardian. In addition to students, parents or guardians, coaches, and other school officials, such informational meetings may include physicians, pediatric cardiologists, and athletic trainers.

2.58 - Severe Weather Policy:

1. Schools are encouraged to develop their own Severe Weather Policy. In the event of the threat of severe weather (observed lightning or thunder in the area, or weather bureau-announced tornado warnings or watch) during the course of an outdoor sporting event, the game administrator, official and/or coaches of the competing teams, by agreement, have the authority to suspend the event until non-threatening conditions return.
2. Schools are required to have weather detection devices that give warning if severe weather is in the area.

3. Each host school must have a plan for weather if you play off-campus and/or have no dressing facilities or shelter, for players and fans to get out of the weather. Also, you should make the visiting team aware of the dressing facilities plan the week before the game, so the team can make arrangements. If your school is close to the off-campus facility, please help accommodate opposing teams by letting them use your campus.
4. Lightning Policy
    a. Lightning detectors are required for all outdoor GAPPS events.
    b. When lightning is detected within a 10-mile range:
        i. Game Manager notifies game officials
        ii. Game is suspended
        iii. Players, coaches and officials moved indoors
        iv. Spectators given instructions to move indoors
    c. The game will be restarted if no lightning has been detected for 30 minutes within the 10-mile range.
    d. The game must restart within 2 hours of the first lightning strike.

2.59 - Legal practice dates are established for each activity. The **start dates** allowed for each sport can be found on the Sport Specific Calendar located on the GAPPS website; gappsports.com. Illegal practices are defined as practices involving five or more students participating in any extracurricular activity in the presence of, or under the direct or indirect supervision of any coach of the school (including a Lay coach). At any given point in time, only one (1) coach in a sport may work with up to four (4) athletes in skill-building drills.

1. Any practice occurring after the beginning of the school year and before the opening of the designated season is an illegal practice.
2. Schools may have tryouts in preparation for the upcoming Sport Season. With the exception of football, schools are limited to a maximum of five (5) consecutive school days between the first day of school and the last day of school; prior to the first day of legal practice and following the last day of the sport season.
    a. Students participating must be academically eligible and enrolled at that school.
    b. An application to conduct tryouts must be submitted to the GAPPS office no later than ten (10) days prior to the first day of the event. Applications can be found on the GAPPS website under AD/Coaches Resources (you must log in to find this).
3. During the summer (i.e., between the ending of one school year and the beginning of the next) the only restrictions on practices and competition are that all activities must be strictly voluntary, and the “Dead Week” must be observed, as follows: Schools are prohibited from participating in voluntary workouts, camps and/or clinics, weight training or competitions during the week (Sunday through Saturday) in which the Fourth of July falls each year.
4. It is illegal for a team to go to a competitive or instructional camp or clinic during the school year other than in-season events designed for that team alone.
    a. If the event is held out of season, it would constitute an illegal practice.
    b. If the event is held in-season, it would involve illegal coaching.
    c. Boys and girls teams in the same sport are considered the same activity.
    d. This prohibition does not apply to the summer months.

5. Neither coaches, former coaches (including Lay coaches), nor any other school personnel shall suggest, require, or otherwise attempt to influence students to participate in or practice for a sport outside the GAPPS-designated season. NOTE: This would prohibit requiring any student to participate in one sport in order to be allowed to try-out and/or play another sport at his school.
6. Schools found guilty of having illegal practices will be subject to penalties that may include a fine, warning, probation, and/or suspension by the GAPPS President.

2.60 - SPORTSMANSHIP

2.61 - GAPPS member schools are required to conduct all relationships with other schools in a spirit of good sportsmanship.

1. It shall be the responsibility of a member school to use every means at its disposal to impress upon faculty, students, team members, coaches, and spectators the values of sportsmanship in preparation for the management of interscholastic contests. Contest officials have the authority to have any and all individuals removed from the confines of the contest whose behavior has become a distraction and/or hindrance to the administration of the event. This may include, but is not limited to, verbal and visual gestures.
2. The President shall have the authority to assess penalties against schools that create a distraction(s) that is considered counter to the mission of the organization. The President shall have the authority to assess penalties against coaches or other school personnel for conduct unbecoming professional educators at GAPPS' events. Penalties against schools may include fines, probation or suspensions; and penalties against coaches and other school personnel may include suspension from GAPPS events.

3. It shall be the responsibility of the home or host school to take the following precautions at all interscholastic athletic events:
    a. Take proper steps and precautions to ensure crowd and spectator control, including having an administrator (or designee) from the host school to function as "Game Manager" at all GAPPS sanctioned events. **See section 2.70**
    b. Read GAPPS "Good Sportsmanship Statement" before every competition **(Appendix F)**.
    c. Take steps to ensure the comfort and security of all players, coaches, and officials.
    d. Have in place sufficient security personnel to handle any crowd-control problems that might reasonably be expected.
    e. Security escorts must be provided to game officials by the host school at all GAPPS sanctioned contests, before, during and following the contest - including to their vehicles.
    f. Provide a safe and secure changing area for contest officials, free from traffic by school staff, students and spectators.
4. Each school must develop a plan to handle fight situations that may occur during an athletic contest.
    a. Attention must be given to keeping substitutes on the bench areas throughout the fight, and to keep spectators away from the competitive area.

   b. Schools whose substitutes leave the bench area to go to the area of a fight will be fined by the GAPPS President.
   c. All players who are involved in a fight and any substitutes who leave the bench area during a fight or potential fight and are ejected from the current contest, will be subject to the sit-out rule.
   d. The GAPPS office may review film to determine participants in a fight situation, or to determine athletes leaving their bench to go to a fight, or to verify the correct number worn by a player in either of these situations. Note: penalties may then be levied, modified or changed based on this film review.
5. Players and coaches are expected to exhibit good sportsmanship before, during and after the contest, even if the game officials do not have jurisdiction. Behaviors such as taunting, fighting, etc. are forbidden.
6. No coach may remove his/her team from competition before the end of the contest unless it is done in accordance with the playing rules of that sport.
7. Each school's spectator section is expected to treat both teams and the officials/referees with respect while cheering enthusiastically for their team. Taunting or any other act of intimidation towards the opposing team, individual players or officials is strictly prohibited. Singling out an opposing player or official by name, number or physical characteristics is strictly prohibited.
8. Any fan asked to leave the premises or acting in a manner subjecting an official to an undue threat by physical or verbal assault will be treated as an ejection and said fan will not be allowed to attend the next game played by their team. If there is a second incident, that fan will be removed for the remainder of the season.

2.62 - Any player, coach, or team attendant who is ejected from a GAPPS contest shall be suspended from all levels of competition (i.e., varsity or sub-varsity) in that sport or activity (regular season or playoffs) until the period of suspension has expired. NOTE: Ejection penalties must be served at the next contest regardless of whether or not the school has received notice from the GAPPS office by that time.

1. Ejections are based on judgment calls by an official and are not reviewable or reversible.

2. A coach shall have no role nor be in attendance at pre-contest warm-ups or activities, and shall not be *in uniform* in attendance at contests until the period of suspension has expired.
3. A player or team attendant may not be in the competitive area nor in the team bench area during any contest until the period of suspension has expired, *but is allowed to participate (not in uniform) in Senior Night recognition*.
4. The period of suspension resulting from an ejection will expire as follows:
   a. Football: after the individual has been withheld from the next-scheduled game at the level at which the ejection occurred (and all contests at any other level).
   b. Soccer:
      i. One-Game Sit-out:
         1. Two yellow cards in the same game
         2. Deliberate handball to prevent a goal
         3. Red card for a foul on a player moving toward his goal in a scoring situation

ii. Two-Game Sit-out with Red Card for any of the following: taunting, violent conduct, serious foul play, spitting on another person, foul or abusive language, leaving the bench area for a fight situation.

c. Track and Field: after the individual has been withheld from the next scheduled contest. NOTE: All allegations of unsporting behavior must be referred to the "Jury of Appeals" for a final resolution on disqualification. A report must be submitted to the GAPPS office in the event of a disqualification.

d. All Other Activities: after the individual has been withheld from the next scheduled contest at the level at which the ejection occurred.

e. To satisfy the penalty of the sit-out game(s), those games must have been scheduled at the time of the ejection and must be played to completion.

5. Penalties for ejections of a coach or player for unsporting acts shall be:
   a. First Ejection:
      i. Coach: $100.00 fine plus penalties as per each sport's By-laws.
      ii. Player: Completion of the "NFHS Sportsmanship Course" online plus penalties as per each sport's By-laws.
      iii. Spectator: $100.00 fine plus penalties as per each sport's By-laws.
   b. Second Ejection:
      i. Coach: $250.00 fine plus penalties as per each sport's By-laws; and suspension until completion of the "NFHS Sportsmanship Course" online.
      ii. Player: $100.00 fine plus penalties as per each sport's By-laws.
      iii. $250.00 fine plus penalties as per each sport's By-laws; and suspension until completion of the "NFHS Sportsmanship Course" online.
      NOTE: When a player, coach, team attendant or spectator has a second ejection in the same activity during a school year, that individual shall be withheld from competition for twice the time period of a normal suspension.
   c. Third Ejection:
      i. Coach: $500.00 fine, a season suspension, plus penalties as per each sport's By-laws; can-not coach in any activity at any GAPPS member school without clearance from the GAPPS Office.
      ii. Player: Season suspension plus penalties as per each sport's By-laws.
      iii. Spectator: $500.00 fine, a season suspension, plus penalties as per each sport's By-laws; can-not attend any activity at any GAPPS member school without clearance from the GAPPS Office.
   d. The President shall have the authority to levy additional penalties for repeat offenders.
6. If the ejection occurs in the last game of the season, the penalty carries over to the first regular season game in the next sport in which the student participates.
7. When a player or coach is ejected from a pre-season scrimmage (i.e., a practice game) in any sport, the school shall be fined a minimum of $100.00 and there will be no sit-out penalties imposed.
8. Athletic Directors representing each school involved shall report technical fouls and/or ejections, using the Infraction Report Form. Reports are due within 24 hours of the contest and are to be submitted via the GAPPS electronic reporting form.

2.63 - Any student who intentionally injures or intentionally attempts to injure another student, coach, official, spectator, or other person immediately before, during, or immediately after any GAPPS-sponsored activity, may be declared ineligible to participate in future GAPPS activities by the GAPPS President. NOTE: The notice, hearing, and appellate procedures set forth in the GAPPS Constitution shall be applicable to such a ruling.

2.64 - Coaches, administrators, contest officials or players are not to make comments in the media that are critical of officials and/or their calls in a game. Penalties that could be imposed by the GAPPS President include fines and/or suspensions.

2.65 - The use of fireworks at any GAPPS-approved event shall be in strict compliance with the licensing and application procedures of Georgia law and under permit of the probate court in which the event is held.

2.66 - Artificial noisemakers are allowed at outdoor events with the exception of air horns, whistles, or other similar devices that simulate the sounds of clock horns or officials' whistles. At any time that a national playing rule prohibits artificial noisemakers in a sport, that rule will supersede this by-law. The use of artificial noisemakers is prohibited at all indoor competitions.

2.67 - The officials' dressing area is "off limits" to school staff, students and spectators one hour prior to game time, during the duration of the contest, and until the contest officials depart the facility.

2.68 - Unsporting acts committed by players or coaches will be handled as follows:

1. If the inappropriate behavior occurs after the expiration of a contest, but while the officials still have jurisdiction as referenced in the NFHS rule book, the official may eject the player or coach and published penalties for ejections will apply.
2. If the inappropriate behavior occurs after the officials' jurisdiction has ended, but the official(s) witness the behavior, a Game Report shall be filed with the GAPPS office and administrative penalties will be assessed against the school of the guilty parties by the President.

2.69 - **Public Protesting**

1. Any school or member of a school that uses a GAPPS event for their own purpose of staging a public protest is out of compliance with the Sportsmanship Section of this manual and subject to discipline by the association which could include immediate ejection from the association.
2. In the case of repeat offenders of unsporting acts, the President will be authorized to levy penalties against the school of the guilty parties regardless of whether or not an ejection has occurred.

2.70 - GAME MANAGERS

2.71 - Home Team - required to assign a game manager for all varsity and sub-varsity contests. That individual must be a coach (other than the game coach), teacher, administrator or some other individual designated by the home school administration. In addition, any team that advances to the state playoffs must ensure an administrator is appointed and present for each game which is held for football, flag football, soccer, volleyball, basketball, baseball and softball.

1. The game manager should make themselves known to and be available to assist officials prior to, during and after the contest. The responsibilities of the home game manager are as follows:
    a. Health and Safety:
        i. Be trained in the Emergency Action Plan for the facility. **See section 2.21**
        ii. Know the location of the AED at the facility.
        iii. When lightning is detected within a 10-mile range:
            1. Game Manager notifies game officials
    b. Officials:
        i. See that officials are directed to their dressing room.
        ii. Meet with the officials prior to game time to cover any issues or areas of concern. (preferably on the playing field or court)
        iii. Inform the officials where you will be seated.
        iv. Be available at all times to assist the officials if they need to discourage unsportsmanlike conduct of a fan, player, or coach. (such as removal from the gym or stadium)
        v. Check with the officials after the game to see if there is any misconduct that needs to be reported to the Athletic Director immediately.
        vi. Provide an escort for the officials to their cars.

2.72 - Visiting Team - recommended to assign a game manager for all varsity and sub-varsity contests (required for Basketball). That individual must be a coach (other than the game coach), teacher, administrator or some other individual designated by the school administration. In addition, any team that advances to the state playoffs must ensure an administrator is appointed and present for each game which is held for football, flag football, soccer, volleyball, basketball, baseball and softball.

1. The game manager should make themselves known to and be available to assist officials prior to, during and after the contest. The responsibilities of the away game manager are as follows:

    a. Officials:
        i. Meet with the officials prior to game time to cover any issues or areas of concern. (preferably on the playing field or court)
        ii. Inform the officials where you will be seated.
        iii. Be available at all times to assist the officials if they need to discourage unsportsmanlike conduct of a fan, player, or coach. (such as removal from the gym or stadium)

2.80 - MEDIA AND FILMING REGULATIONS

2.81 - The host or home school has the right to determine whether or not its regular-season activities may be broadcast, televised, webcast, taped, filmed or photographed for "commercial" purposes.

1. A visiting school desiring to bring broadcasting personnel must obtain permission to do so from the host school prior to the date of the activity or contest.
2. The host school must execute a written contract with the broadcast entity that complies with GAPPS rules and regulations for broadcasting.

2.82 - The region has the right to determine whether or not region tournament (post regular-season) events may be broadcast, televised, webcast, tape recorded, filmed or photographed for any "commercial" purposes.

1. The region should set and assess any fees charged for broadcasting or telecasting region tournament contests or events.
2. The region must execute a written contract with the broadcast entity that complies with GAPPS rules and regulations for broadcasting.

2.83 - GAPPS rules and regulations for Regular Season and Region Tournament broadcasting are as follows:

1. The host school shall have the right to approve the amount of space used and the placement of broadcast equipment.
2. The host school (for regular-season events), or the region (for region tournaments) shall be entitled to all revenue from the sale of broadcasting rights unless the contract specifies otherwise.
3. Advertising utilized during the broadcast shall not include alcohol or tobacco products.
4. Commercial announcements shall not occur during playing time.
5. Announcers shall not criticize coaches, officials, or schools, and shall be fair and impartial in their descriptions.
6. The copyright privileges for Regular-Season events belong to and shall remain the property of the host school.
7. The copyright privileges for Region Tournament events belong to and shall remain the property of the region.

2.84 - GAPPS Media rules and regulations for State Playoff events:

1. Broadcast rights and copyright privileges to all state playoff events (i.e., after region winners have been determined) belong to GAPPS, and GAPPS has the right to determine if any of these events may be broadcast, televised, webcast, tape-recorded, filmed or photographed for any purposes. NOTE: Participating schools may NOT sell tapes of state playoff events or provide copies of tapes to third parties for resale without written consent from the GAPPS office.
2. GAPPS shall grant media access at all state playoff events to properly identified representatives of newspapers, radio stations (with broadcast contract) and television outlets ONLY. Proper identification is interpreted to mean an identification card given by the media outlet, or written documentation on the letterhead of the media outlet specifying that the bearer is working for that outlet at the GAPPS event.

3. Any media entity wishing to broadcast or telecast (including Internet reproduction) any state playoff event must execute a written contract with the GAPPS for that event. Contact the GAPPS office for a contract, which shall contain specific rules and requirements.
4. Broadcast fees are listed in the chart that follows. The fees are "per event" except for football, basketball and soccer, which are per game. NOTE: a baseball playoff series is one event; a softball tournament is one event.
5. Television and Video Webcast rights and fees must be negotiated with the GAPPS office on a case-by-case basis, except for those stations or schools having long-term contracts with GAPPS.
6. Video production for authorized school "coach's shows" are exempt from these rules and fees. However, schools may only tape, photograph or film events in which their team is participating.

2.85 - Radio, Audio Internet Broadcast Fees for State Playoff events: Fees are based on the size of the market. Levels are determined as follows - Level 3 = 50,000 population and higher; Level 2 = 25,000 to 49,999; Level 1 = Under 25,000 population. Fees for each level are listed below. NOTE: These fees are for radio and audio only Internet webcasts.

MARKET SIZE	FOOTBALL	BASKETBALL	BASEBALL/SOFT BALL	OTHER EVENTS
Level 1	$125 Game	$75 Game	$75 Event	Case by Case
Level 2	$175 Game	$100 Game	$100 Event	Case by Case
Level 3	$225 Game	$125 Game	$150 Event	Case by Case

2.86 - Television stations or other broadcast entities shall have the right to film portions of GAPPS state playoff events in order to air selected highlights in any bona fide newscast. "Bona fide newscast" is defined as a half-hour or hour program that is regularly scheduled and includes news, weather and sports. Entertainment and commercial uses of highlights are not considered bona fide newscasts and are prohibited. Highlights may not exceed one minute per contest, or two minutes total running time in any single newscast without the consent of GAPPS. Highlights may be used, subject to the above guidelines, up to 72 hours after the event. NOTE: Members of the working press shall be allowed to use digital video cameras at GAPPS state playoff events as long as such cameras are being used to obtain still images or video highlights as defined in this By-Law. Site administration shall have the authority to prevent the use of such video equipment if it is determined that a video tape of a substantial portion of the event is being made.

2.87 - **PHOTOGRAPHY:**
Flash photography is prohibited at all indoor GAPPS state playoff events unless permission is obtained from the GAPPS office on a case-by-case basis. Flash photography at outdoor GAPPS state playoff events is at the discretion of the onsite game officials.

2.88 - GAPPS reserves the right to use any photograph/video taken at any event sponsored by GAPPS, without the expressed written permission of those included within the photograph/video. GAPPS may use the photograph/video in media material including, but not limited to, social media, brochures, websites, etc.

1. A person attending a GAPPS event who does not wish to have their image recorded for distribution should make their wishes known to the photographer, and/or event organizers, and/or contact GAPPS in writing of his/her intentions and include a photograph of said person(s). GAPPS will use the photo for *identification purposes only* and will hold it in confidence.
2. By participating in a GAPPS event, or by failing to notify GAPPS in writing your desire to not have your photograph used by GAPPS, you are agreeing to release, defend, hold harmless and indemnify GAPPS from any and all claims involving the use of your picture or likeness.

2.89 - Parents and/or fans connected with a member school will be allowed to use video or still cameras from the stands to tape or photograph GAPPS state playoff events in which that member school is participating under the following conditions (EXCEPTION: One Act Play and Cheerleading restrictions will remain in place):

1. The cameras must be hand-held and their use cannot interfere with another fan's view of the event. Site administrators shall have the authority to halt photography if, in their opinion, this rule is being violated.
2. The tapes/photos must be for personal use only and cannot be used for scouting purposes, given to other schools for scouting purposes, used for any commercial/business purpose, or sold for profit. Violation of this rule by a member school will result in penalties from the President including a fine.
3. Anyone else filming or photographing GAPPS state playoff events for any purposes must have approval of the President.
4. Coaches are encouraged to trade films with opponents in a professional manner.

2.90 - REGULATIONS OF COMPETITIONS

2.91 - Sunday Competition: Sunday competition is prohibited for GAPPS regular season or playoff contests. Sunday practices are regulated by the policy of each member school.

2.92 - Contest Rules: All athletic and literary competitions are to be played according to the rules published by the National Federation of State High School Associations, using officially-dressed officials who are registered with the GAPPS.

1. EXCEPTION: Tennis is played according to the rules of USTA, unless specified by GAPPS rules.
2. EXCEPTION: Golf is played according to the rules of USGA, unless specified by GAPPS rules.
3. EXCEPTION: Clay Target is conducted according to the rules of SCTP, unless specified by GAPPS rules.
4. The National Federation prohibits the use of video tape to review an official's decision.
5. No protests are allowed in any GAPPS sport or activity unless specified by NFHS rules.
6. Judgment calls by contest officials are not reviewable or reversible.

2.93 - Due dates for game schedule submission can be found on the GAPPS calendar. Game results must be updated on the GAPPS website within 24 hours of the game ending or the school will be subject to a fine.

2.94 - Number of Officials - the number of officials required for each sport, regular season and postseason, are listed in the chart below. GAPPS will select the officials used in State Championship Games.

1. Auxiliary Personnel such as Football Chain Crew, Volleyball Line Judges, BookKeepers, Scoreboard operators, etc, who conduct official responsibilities, who are not provided by an Official Association must be 18 years of age or older and are to be provided by the host school.
2. Auxiliary personnel such as ball boys/girls or bat boys/girls must be at least 12 years of age.

GAME OFFICIALS REQUIRED						
SPORT	**REGULAR SEASON**			**POST-SEASON**		
	Middle School	**J.V.**	**Varsity**	**Middle School**	**J.V.**	**Varsity**
Baseball	2	2	2	2		3
Basketball	2	2	3	2		3
Flag Football	N/A	3	3	N/A		3
Football	4	4	5 & ECO	5 & ECO		6 & ECO
Soccer	2	2	2	2		3
Softball	N/A	2	2	N/A		3
Volleyball	1	1	1	1		2

2.95 - Interrupted/Postponed Games: Any GAPPS competition may be interrupted due to human, mechanical, or natural causes when it is necessary to protect the safety of players and spectators. The President shall have the authority to postpone GAPPS events and to direct the procedure for rescheduling when deemed necessary.

1. GAPPS requires lightning detectors at all outdoor athletic activities. The Lightning Procedures in section 2.58 (4) are to be adhered to in any situation involving lightning. NOTE: If officials spot lightning before being notified, they may suspend play.
2. The contest may resume in accordance with procedures published in the NFHS Rules Book.
3. Postponed games are games that are terminated before they actually begin because of weather problems, emergency situations, or mechanical failures.
    a. The host school should notify the opposing team and officials as early as possible when a contest is postponed.
    b. The host school is responsible for determining whether an event is to be postponed until the time that game rules turn that responsibility over to game officials except when there is a written contract for that game. When there is a contract, there must be an agreement between the competing schools about the postponement.
    c. School personnel will agree on the rescheduling of the contest.
4. Suspended and/or Terminated Games **-** When game officials suspend a game due to weather issues, the following procedures are in place:
    a. For all Baseball, Softball, Soccer and Football contests involving teams of different classifications, there will be up to a two-hour delay (cumulative) before the contest will be terminated. (See the Baseball and Softball Sections to see the procedures involved with terminated games.)

i. If the Soccer or Football contest is terminated before it has reached the halfway point, the contest is declared a "no contest."
ii. If the Soccer or Football contest is terminated after it has reached the halfway point, the score at the point of termination is final.

b. For Soccer contests involving teams of the same region/classification, all contests will be played to completion. (NOTE: The team that is behind may choose not to resume the contest
i. There will be no mandatory two-hour delay.
ii. Administrators from the competing schools may agree to postpone the contest and resume competition at the point of interruption at a later time.
iii. The team that is behind may choose not to resume the contest at a later date.

c. All scheduled GAPPS varsity football games that have been either interrupted or postponed must be played to completion. Schools must decide when completion will take place in a timely manner. The team behind in the score of an interrupted game has the option not to complete the game and the score will be recorded as it was at the point of interruption.
i. There will be no mandatory two-hour delay.

d. Golf and Tennis procedures will be dictated by USGA and USTA rules.
e. Cross Country and Track and Field will not use the two-hour delay rule.

5. Paying Officials in shortened/postponed games:
a. In the event a scheduled contest cannot be started due to weather-related conditions, officials who have arrived at the contest site will be paid one-half the contest fee in addition to the travel allowance.
b. If a game is interrupted by weather or darkness before it becomes a completed game, the officials will be paid one-half the regular game fee.
c. If a game is an official game at the point of interruption, the officials will be paid full fees.
d. Beyond these conditions, no officials group(s) may hold the schools responsible for weather-related postponements.

2.96 - All championship contests that end in a tie will have that tie resolved by means of the procedures that are used to resolve ties in preceding rounds of the playoffs.

2.97 - Absence of Officials: In the unlikely event that game officials do not arrive for a contest, both schools should agree on one of the following procedures:

1. Delay the game until a new set of officials can arrive;
2. Agree to play the game on another date except a Sunday;
3. Use registered officials who might be in attendance at the contest;
4. Use coaches or school personnel from both schools;
5. Use formerly registered officials who might be in attendance at the contest.
6. In the event that schools cannot agree to play the contest, the host school will forfeit the game. It is the host school responsibility to ensure officials are present for the game.

The GAPPS President may overturn a forfeit and reschedule the game to be played on another date.

2.98 - All-Star Teams:

1. In accordance with state law, member schools shall not permit their teams or players to participate in "Bowl" or "All Star" games during the GAPPS regular season or during GAPPS playoffs. Players selected to participate in out-of-season all-star games must adhere to GAPPS amateur standing rules, and to NCAA regulations regarding all-star games.
2. GAPPS may offer Junior/Senior games in Volleyball, Football, Basketball (Boys & Girls), Baseball, Softball, and Soccer (Boys & Girls).
3. Participation in Junior/Senior games is limited to players in grades 11-12.
4. Fees associated with the event shall be determined by GAPPS.
5. Player nominations for the Junior/Senior games shall be determined by GAPPS.

2.99 - All participant uniforms rules and restrictions shall be interpreted in accordance with Georgia law. GAPPS shall not enact or enforce any participant uniforms rule which prohibits religious expression of student athletes other than the rules of particular athletic events as adopted by the National Federation of State High School Associations.

BY-LAW 3.00 - REGION

3.10 - REGION RESPONSIBILITIES TO STATE ASSOCIATION

3.11 - Interscholastic programs requiring region tournaments for the purpose of seeding state playoffs shall be required to establish a region host. The region hosts responsibilities include but not limited to:

1. Certify the winners in all region meets and/or tournaments to the GAPPS Office within the time limits specified in the By-laws for each event.
2. Furnish a copy of complete **region results** in every region meet and/or tournament to all region schools.

BY-LAW 4.00 - STATE

4.10 - GAPPS ADMINISTRATIVE RESPONSIBILITIES TO MEMBER SCHOOLS

4.11 - The GAPPS Executive Committee shall consider recommendations at its *annual* meetings from Heads of Schools of member schools that are submitted in writing to the GAPPS Office at least thirty (30) calendar days prior to the meeting. The Athletic Committee will also have the authority to submit recommendations to the Executive Committee.

4.12 - The GAPPS Office shall maintain an official record for all dues and fees received from any source.

4.13 - The GAPPS Office shall provide all necessary forms on the GAPPS website.

4.14 - The GAPPS Office shall provide an annual calendar that notes:

1. The beginning and end of the season for all activities;
2. Due dates for all forms and required documentation
3. Dates for Region, District and/or State Playoff contests and/or tournaments.

4.15 - RECLASSIFICATION:

1. CLASSIFICATIONS: Member schools of Association shall be placed in regions and classifications for the purpose of interscholastic competition.
    a. In the fall of each even numbered year, GAPPS will reclassify for the following two-year period
    b. Classification will be based on high school enrollment. Enrollment figures for Grades 8-11 of the year of reclassification will be used to determine classifications.
2. At the beginning of the reclassification process, the GAPPS Office will publish parameters for that year's reclassification. Those parameters will include the number of classes into which schools will be divided and the percentages of schools in each classification or the cut-off numbers used to decide the divisions.
3. Schools will submit their numbers to the GAPPS Office on or before the second Monday in November of the year of reclassification. Once the GAPPS Office receives the numbers, there can be no changes.
4. A school may be allowed to play in a higher classification by the approval of the GAPPS Office. However, the school must make a written request signed by the Head of School within five (5) days of the publication of the new classifications. A school that changes classification by this method will remain in that classification until schools are reclassified on a statewide basis.
5. Heads of school that believe another school has an error in their reported numbers can notify the President in writing, and the President will initiate an investigation.
6. Once the GAPPS Office has set the regions and groupings for reclassification, member schools will have 5 business days to request an exception by filing that request with the President. At the conclusion of the 5-day window to request an exception, the GAPPS office will have 5 business days to consider all requests and publish any changes.
7. Member schools may begin scheduling contests once the final reclassification has been communicated to the membership.

4.16 - The following scheduling policy will be in effect for schools entering GAPPS at the beginning of the second year of the reclassification cycle:

1. In sports where the region has two-year scheduling, the new school may not be able to play a complete region schedule at the varsity level. In those sports, the school could play a varsity non-region schedule or a JV schedule.
2. In sports having year-to-year scheduling, the new school will have full membership once it has been assigned to the new region by President
3. In sports that have a region tournament to advance to postseason play, the region may allow a new school to accept a low seed in the tournament even though it did not play a complete region schedule. That is a decision made by the region.

4.20 - STATE ASSOCIATION CONTEST/EVENT RESPONSIBILITIES

4.21 - Tournaments, Playoffs, & Awards

1. Region Tournaments: Region Tournaments will be held after the end of the regular season in volleyball and basketball.
    a. Dates for Region Tournaments will be on the sports calendar.
    b. Officials will be provided by the host school and must be paid from the host school gate.
2. Region Tournament host sites will be decided each school year on a rotating school basis.
3. Host team facilities must meet the requirements stated in the guidelines under gaming rules and regulations section for the respective sport.
4. The host facility must have the following adequate facilities: adequate dressing areas, concessions, hospitality room, adequate seating and ample parking.
5. The host school must be able to provide the following personnel for all games: gate workers, official scorekeeper, clock operator, concession workers, game administrator, tournament administrator, proper maintenance personnel, security, game announcer and medical personnel.

4.22 - State Playoffs/Tournaments/Championships

1. General Information
    a. The number of teams qualifying for the state playoffs will be determined by the GAPPS at the beginning of the season based on the total number of regions and teams.
    b. Officials for the State Championships will be assigned by GAPPS.
    c. Teams qualifying for the state tournament are required to compete.
    d. Member schools may be asked to provide volunteers for the State Playoffs.
    e. Each host school must have a plan for inclement weather whether you play on your campus or utilize facilities off campus. This plan should include accommodations for players and fans.
    f. Officials in playoff games must be from neutral associations unless both schools agree to use the officials of one of the schools participating.
    g. Teams that would like to participate in a national or additional postseason tournament other than the GAPPS end of season tournament must submit a request via “Post-Season Tournament Request” form to the GAPPS office for approval. Teams are limited to one postseason event. The event must take place immediately following the conclusion of the sports season.
    h. GAPPS Invitational Tournament (GIT). The GIT is designed to promote opportunities for high performing teams that did not meet requirements to participate in the State Tournament.
        i. Invitations to the GIT will be based on power rankings as determined by MaxPreps Sports.
        ii. GAPPS will determine the number of teams invited to the GIT.
2. State Location
    a. State Championships will be held at a neutral site when possible.
    b. The state playoff games will either be at the higher seed, at a predetermined host member school or a neutral site designated by GAPPS. The higher seed will be

the home team. If two equally ranked seeds meet, then the bracket will determine who will be the home team.

c. Sites may be subject to change based on agreement from schools participating in the state tournament.

d. The facility or field must meet requirements stated in the guidelines under the gaming rules and regulations section for the respective sport.

3. State Playoffs Revenue and Expense Information Between Schools and GAPPS
   a. GAPPS will keep all receipts from the gate when a state tournament, state playoff or state championship is held at a neutral site. If a state championship game/series is held at a member school, the host school will keep concessions and receive a hosting fee. GAPPS will retain the gate receipts and cover event expenses.
   b. When a state playoff contest is held at a member school and the contest is not part of the state tournament or state championship game, then the member school will keep all receipts from concessions and gates. In addition, all expenses will be paid for by the host school.
4. Trophies, Awards, and Honors
   a. Team Trophies: The following Team Awards will be presented:
      i. Varsity State Champion and State Runner-up
      ii. Varsity Region Champion and Region Runner-up
         1. Region Runner-up trophy will be awarded when 4 or more teams are in a region.
5. Individual Awards (Team Sports)
   a. All-Region Awards
      i. GAPPS will establish the number of players for each All-Region Team. All-Region selections shall be predetermined based on the number of participating teams in the region. Region Tournament champions will receive 1 additional All-Region plaque.
      ii. Sub-Regions shall be awarded the same number of All-Region selections as non-sub-divided regions. However, only the number of predetermined All-Region players representing a region shall be eligible for All-State nomination. Example: Volleyball, a region that is subdivided into two 4-team sub-regions, would be awarded 22 All-Region Players, however will only be able to submit 15 players for All-State (4 Team Region + 4 Additional Teams).
      iii. Distribution of All-Region awards is based on regular season standings.

All Region Awards (Predetermined)															
Baseball		**Basketball**		**Flag Football**		**Football (9)**		**Football (11)**		**Soccer**		**Softball**		**Volleyball**	
Awarded		Awarded		Awarded		Awarded		Awarded		Awarded		Awarded		Awarded	
1st	6	1st	3	1st	4	1st	6	1st	7	1st	6	1st	6	1st	4
2nd	4	2nd	2	2nd	3	2nd	5	2nd	6	2nd	5	2nd	4	2nd	3
3rd	3	3rd	2	3rd	2	3rd	4	3rd	5	3rd	4	3rd	3	3rd	2
4th	2	4th	1	4th	2	4th	3	4th	4	4th	3	4th	2	4th	1
Regions with more than 4 Teams will receive 1 plaque per school over the base of 4 Teams.															

b. All-State Awards (Team Sports)
   i. In team sports, top performing varsity athletes will be honored with All-State recognition and placed on the All-State Team.
   ii. GAPPS will establish the number of players for each All-State Team per sport based on a reasonable number of players needed to fill a competitive roster.
   iii. In team sports (football, basketball, baseball, softball, soccer, volleyball, etc.), coaches will nominate players from the All-Region Team for All-State selection.
   iv. An individual must have been selected by the head coach to be on the All-Region Team in order to be considered for the All-State Team.
   v. A predetermined number of All State players shall be assigned to the State Champion and State Runner-up. The All-State Team will be voted on by the coaches at the All-State meeting.
   vi. Member schools will be fined for not having a representative at an All-State meeting.

All-State Awards (Predetermined)													
Baseball		**Basketball**		**Flag Football**		**Football**		**Soccer**		**Softball**		**Volleyball**	
Awarded		Awarded		Awarded		Awarded		Awarded		Awarded		Awarded	
1st	3	1st	2	1st	3	1st	3	1st	3	1st	3	1st	2
2nd	2	2nd	1	2nd	2	2nd	2	2nd	2	2nd	2	2nd	1
Below	0	Below	0	Below	0	Kicker	1	Below	0	Below	0	Below	0

c. Individual State Awards (Individual Sports)
   i. In individual sports (cross country, tennis, golf, swimming, clay target, track and field, etc.), the number of Individual State Awards issued shall be predetermined by sport and order of an athlete's finish.

Individual State Awards (Non-Team Sports)													
Archery		**Clay Target**		**Cross Country**		**Golf**	**Swim (Per Event)**		**Tennis**		**Track (Per Event)**	
Awarded		Awarded		Awarded		Awarded	Awarded		Awarded		Awarded	
Boys	Top 6	Trap	Top 3	Boys	Top 10	Boys- Top 6	Boys	Top 8	Boys Single	Top 8	Boys	Top 8
Girls	Top 6	Skeet	Top 3	Girls	Top 10	Girls- Top 6	Girls	Top 8	Girls Single	Top 8	Girls	Top 8
		Sport	Top 3						Boys Double	Top 8		
									Girls Double	Top 8		

4.23 - SEASON PASSES TO GAPPS EVENTS

1. The GAPPS Office shall issue to each member school a season pass for the Head of School, Athletic Director, Director of Fine Arts/Academics and certified coaches. Each school is also able to request passes for up to three (3) additional administrators.
2. The GAPPS Season Pass will admit the person to whom it is issued and one other to any game or contest of GAPPS.
3. Game officials passes issued by *Georgia Athletic Officials Association (GAOA)* will admit the official to all GAPPS events.

4. Officials Passes issued by the *Georgia High School Association (GHSA) and the Georgia Independent Athletic Association (GIAA)* will admit the cardholder and one other person to all GAPPS regular season events. For GAPPS playoff events, schools should only honor GAPPS season passes.
5. GAPPS Season Passes are non-transferrable and may not be used by persons other than the individual to whom it was issued.
    a. Picture Identification is required for the user of the pass at all GAPPS postseason events.
    b. A pass that is used illegally is to be confiscated and the individual to whom the pass was issued forfeits the right to receive a pass in the future.
    c. The spouse of a coach, coaching in a State Playoff event shall be admitted to that event upon presentation of their spouse's pass and proper identification.
6. In the event a pass is destroyed or lost, the school administrator should notify the GAPPS Office in writing, and should include the payment of $25 with a school check to have the pass replaced.
7. When a school staff member who was issued a GAPPS pass leaves the position that entitles them to that pass, the pass should be voided and returned to the GAPPS Office.
8. At any GAPPS regular-season event, the host school must honor the GAPPS pass that admits “the bearer and one other person” as well as similar passes from the GHSA or GIAA. For GAPPS state playoff events, the host school shall honor only the GAPPS pass, valid media credentials and the GAOA (bearer only).
9. Law enforcement personnel in uniform are to be granted free admission to all GAPPS events. Bus drivers are to be granted free admission to all GAPPS events. The driver should be driving a school van or bus.

4.24 - CERTIFICATION OF ATHLETIC OFFICIALS

1. All Officials / Referees Associations which call GAPPS sporting events must be registered with GAPPS prior to beginning work with any member school. This registration shall be required annually, and registration shall be required for each sport in which the GAPPS is involved.
2. All officials for GAPPS sporting events will be members of an approved officials’ organization or approved by the GAPPS Office and wear proper officiating apparel.
3. Each Officials’ Association must have a plan for the certification of athletic officials which includes:
    a. Published procedures for registration of officials.
    b. Published guidelines for training officials. Must include:
        i. A rules clinic on all new rules for that year. They may attend an Association Rules Clinic.
        ii. At least two other (preferably more) rules meetings.
        iii. A test over the rules.
        iv. A system for evaluating performances of officials.
4. The head of the Officials’ Association must certify that these requirements are satisfied each year.
5. GAPPS reserves the right to request the Officials Association’s published training guidelines and procedures.

4.25 - Contest officials and Officials’ Associations are independent contractors and not employees of GAPPS or its member schools.

4.30 - SPECIAL GAPPS POLICIES

4.31 - Steroids/Performance Enhancing Drugs: GAPPS strongly opposes the use of anabolic steroids and other performance enhancing substances by high school student-athletes. GAPPS believes that such usage violates legal, ethical, and competitive-equity standards and imposes unreasonable long-term health risks on the user. GAPPS encourages member schools to educate students and coaches about the perils of steroid usage.

4.32 - FINES AND PENALTIES:

1. In accordance with Article IV Section 5 of the GAPPS Constitution, member schools are required to abide by all the rules of the Association. The President of the Association is empowered to make a determination as to whether a violation of GAPPS rules has occurred, and to assess an appropriate penalty that may include:
    a. a fine of not more than $2,500.00 per offense, and/or
    b. probation in the sport(s) in which the violation occurred, and/or
    c. suspension from the Association for up to a full calendar year, and/or
    d. forfeiture of games and/or contests.

2. Pursuant to such authority, the Georgia Association of Private and Parochial Schools, by and through its President, implements and publishes the following ranges of fines for certain designated offenses. Such fines may be in addition to the other penalties as directed in the By-laws. The amount of such fines **(Appendix G)** and the imposition of other penalties shall be determined by the President upon consideration of the facts and circumstances of the violation and shall include, but not be limited to, the following factors:
    a. Whether the violation was the result of carelessness, willfulness, or ignorance.
    b. The length of time the violation continued.
    c. Whether the offense was self-reported or resulted from a complaint by another school, and the extent of cooperation by school officials in the investigation of the violation.
    d. The number of violations involved.
    e. The result of the violation, i.e.:
        i. injury to a person
        ii. financial gain of the offending school or financial loss to another school and the amount thereof
        iii. damage to the reputation of the GAPPS
        iv. whether the violation substantially contributed to winning or losing a game or contest
    f. Whether the school involved has had similar or other violations within the past three (3) years.
    g. Any other factors deemed by the President to merit a more or less severe fine and/or penalty.

3. The list of violations set forth in this listing is not all-inclusive, and if a violation of rules occurs which is not listed herein, then the President shall have the authority to assess penalties that he deems appropriate.

4. In addition to the listed fines and penalties, the President may issue a severe warning to a member school which places the school on notice that further violations of GAPPS rules will result in increased fines and/or penalties.
    a. A member school has seven days to pay a fine once they have received the official notification from GAPPS.
    b. After seven days, the fine will double.
    c. After 14 days past due, all games played will count as a forfeit until the fine is paid.
    d. All fines are to be paid in full before a team/individual can participate in the region or state tournaments.

ATHLETICS MANUAL

Section 1 - ARCHERY

GENERAL INFORMATION

Unless otherwise documented in this manual, all Archery events will be conducted following the rules published by the National Archery in the Schools Program (NASP®). All equipment, target, scoring, and safety guidelines set forth in the NASP® handbook will be observed. http://naspschools.org/

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Archery is a state championship event in each classification and schools are aligned on a regional basis.
3. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
4. Schools must attend two regular season meets to qualify for State.
5. Roster limit will be set at twelve (12) athletes per school with the top six (6) scores counting as the team score. Teams may be co-ed.
6. One (1) team trophy will be awarded to the 1st and 2nd place teams. Medals will be awarded to the top six (6) male and females.
7. Pants (no rips or tears) or shorts (no cargo shorts, and shorts must be close to knee length) and a school polo or school issued shirt must be worn. No open toe shoes or jewelry is allowed.

Section 2 – BASEBALL

GENERAL INFORMATION

Unless otherwise documented in this manual, all baseball games will be played following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Baseball is a state championship event in each classification and schools are aligned on a regional basis.
3. The official game ball shall be the Wilson A1010 HS1 Pro Series SST Baseball. This ball shall be used for all GAPPS hosted post season play. https://www.wilson.com/en-us/baseball/balls/college-high-school/a1010-hs1-sst-baseball-12-pack
4. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).

5. Game results must be updated on MaxPrep Sports within 24 hours of the game ending or the school will be subject to a fine.
6. Game Incident Reports are due within 24 hours of the contest and are to be submitted via the GAPPS electronic reporting program, “Incident Reporting Form”.
7. The maximum number of games allowed (not including state playoffs) is thirty (30) of which at least four (4) games must be played as doubleheaders. This limit of thirty (30) games includes tournament games. *Note: If playing more than 26 games, at least two (2) doubleheaders must be played on non-school days.* (See Sub-Varsity section below)
8. A school shall not allow its baseball team to engage in an interscholastic practice and/or scrimmage game, except for one (1) interscholastic scrimmage consisting of a 7-inning game using a “free substitution” format and umpires registered with GAPPS.
9. The following items allowed in the NFHS rule book as “State Adoptions” have been adopted by GAPPS:
    a. A game will end anytime that a team is (ten) 10 or more runs behind and has completed five or more turns at bat. A game will end anytime that a team is fifteen (15) or more runs behind and has completed three or more turns at bat.
    b. The suspended game rule will be used:
        i. When a game is stopped before it becomes a legal game (4.5 or 5 innings), it is considered “no contest” and any replay will begin from the first inning.
        ii. When a game is stopped after it becomes a legal game and a winner can be determined, it is a completed game.
        iii. When a game is stopped after it becomes a legal game and a winner cannot be determined, any replay will begin from the point of interruption.
        iv. In any terminated game, accumulated pitches will count.
    c. The use of the “courtesy runner” is the only “speed-up rule” that has been adopted. Being a courtesy runner does not count as a game played.

11. The following adaptations have been approved by GAPPS:
    a. Termination of the game due to weather, unplayable conditions, or mechanical malfunctions:
    b. The umpires may halt play for up to two hours when conditions do not allow play to continue.
        i. The two-hour interruption(s) is cumulative.
        ii. The game must be terminated when the two-hour time has elapsed. If the first game of a doubleheader is terminated, the second game will be postponed.
        iii. The two-hour period does not include time needed to prepare the field for the resumption of play.
    c. Umpires must wait for at least thirty (30) minutes before terminating a game for unplayable field conditions.

d. Pitching restrictions: (See Sub-Varsity section below)
   i. Maximum Pitches in One Day: Varsity 110
   ii. Required Rest Periods: Varsity

1-40 Pitches	0 Days
41-60 Pitches	1 Day
61-85 Pitches	2 Days
86-110 Pitches	3 Days

e. A pitcher shall not throw more than 110 pitches cumulative over a two-day period and cannot pitch more than two consecutive days. The rest period is based on the total pitches thrown during a given two-day period. Pitches thrown during a game that was suspended or rained out shall be counted towards any pitching restriction threshold.
f. A pitcher at any level (varsity or sub-varsity) shall be allowed to finish the batter when the pitch count limit is reached during an at-bat but must be replaced immediately when that at-bat ends.
g. A "Day of Rest" is defined as a calendar day. Example: a varsity level pitcher who reaches the 110-pitch limit on a Tuesday would not be allowed to pitch again until Saturday.
h. Tabulation of Pitch Counts - It will be the responsibility of each team to track their own pitch counts throughout the game. At the conclusion of the game, the head coaches shall meet to approve and agree upon the respective pitch counts for each team. It will then be the responsibility of each team's head coach to enter the agreed-upon numbers into MaxPreps when reporting scores.
i. In games vs. non-GAPPS member schools, the GAPPS pitching restrictions shall be adhered to, regardless of the pitch count policy of the host school affiliation or state association. When playing non-GAPPS member schools it shall be the GAPPS member school's responsibility to report the pitch count information to MaxPreps when reporting the score.
j. State Tournament - The format for all rounds will be a "best-of-three" series with the first two games being played on the first day. During the State Tournament, no pitcher shall be allowed to throw more than 120 pitches over a three-game series. Pitching Restriction Rest Days shall be enforced. (See Sub-Varsity section below)
k. If a school is found to have violated any of the provisions of this policy, the offending school shall be fined $250.00 and the head coach at that level assessed a two-game suspension, and the game forfeited. Any subsequent violation during the same season will result in penalties being doubled and the head coach being required to meet with the league President prior to being reinstated to coach.

14. The use of WBGT for ALL Contests is mandated as follows:
   a. WBGT must be measured 15 minutes prior to the start of the contest, coaches and umpires must be notified.
   b. If WBGT is equal or above 86.0 F, an ice immersion tub must be present and ready for use.

c. If WBGT is equal or above 88.0 F, Umpires will take a 3-minute hydration break at the beginning and mid-point of inning 3 and continuing until the conclusion of the game.

STATE PLAYOFFS

1. Based on participation, GAPPS will determine the number of teams advancing from each region to the state playoffs. Schools are required to compete with each team in their region twice during the regular season. Regions must determine their seeding within the 30-game playing limit.
2. Tie-Breaker Method:
    a. Percentage of head-to-head wins against tied teams.
    b. Least number of runs allowed between tied teams.
    c. Least number of runs allowed in overall region play.
    d. Mini game of five (5) innings.
    e. In any step of the tie-breaking process if a tie involving more than two teams is broken so that all ties are broken, that step determines the placements. If two teams remain tied after a step is completed, revert to head-to-head record to break the tie. If the tie cannot be broken, move to the next step.
3. All rounds of the state playoff involve a best two-of-three series.
    a. The higher seeded team, or the team designated as the host team on the predetermined brackets (if the teams are equal seeds), will host all three games.
    b. A doubleheader is required on the first day of each round of the playoff series.
    c. The league President may grant a format exception if the two teams are from the same vicinity and travel is not a factor.
    d. The host team will be the home team in the first game, and the visiting team will be the home team in the second game. The higher-seeded team will be the home team for a third game, or a coin flip will determine the home team if both teams are equal seeds.
    e. At the end of each day, both schools must report the results to MaxPreps.
    f. The responsibilities of the host team are to:
        i. Furnish game balls.
        ii. Notify the GAPPS office as to the arrangements for the series.
4. In the event that two schools involved cannot agree on the arrangements for the series (dates, times, etc.), the league President will make a ruling to cover the situation.
5. In the event that a State Playoff game is suspended prior to becoming a legal game, it shall resume from the point of interruption on the next available date. If that date cannot be agreed upon by the competing schools, the league President shall determine the playing date.
6. The play windows for the State Tournament can be found on the GAPPS calendars (https://gappsports.com/calendar). In all cases, the first date of the play window will be a doubleheader, followed by the “if” game on the second date.

SUB-VARSITY BASEBALL - GENERAL INFORMATION

The National Federation of High School (NFHS) Rules of Baseball is the official guide for GAPPS. Some exceptions are listed below.

1. All Middle School games will be 6 innings. A double header shall consist of two 5 inning games.
2. Athletes who have not reached the 9th grade are exempt from the NFHS rule referencing game bat specifications.
    a. The use of a drop ten (-10) or less is permitted for 5TH and/or 6th graders ONLY. The use of a drop five (-5) or less is permitted for use in Middle School play.
    b. The United States Specialty Sports Association (USSSA) will determine the legality of baseball bats used in Middle School play.
    c. The NFHS drop three (-3) rule applies to Junior Varsity and/or Varsity, and includes any student participating younger than 9th grade.
3. The maximum number of games allowed (not including state playoffs) is twenty (20) of which at least four (4) games must be played as doubleheaders. This limit of (twenty) 20 games includes any region tournament games. *Note: If playing more than 16 games, at least two (2) doubleheaders must be played on non-school days. Beginning and ending dates for practice and competition can be found at the front of this publication.*
4. Pitching restrictions:
    a. Maximum Pitches in One Day: Sub-Varsity 90
    b. Required Rest Periods: Sub-Varsity

1-30 Pitches	0 Days
31-44 Pitches	1 Day
45-64 Pitches	2 Days
65-90 Pitches	3 Days

5. A pitcher shall not throw more than 90 pitches cumulative over a two-day period and cannot pitch more than two consecutive days. The rest period is based on the total pitches thrown during a given two-day period. Pitches thrown during a game that was suspended or rained out shall be counted towards any pitching restriction thresholds.
6. A pitcher at any level shall be allowed to finish the batter when the pitch count limit is reached during an at-bat but must be replaced immediately when that at-bat ends.
7. A “Day of Rest” is defined as a calendar day. Example: a varsity level pitcher who reaches the 90-pitch limit on a Tuesday would not be allowed to pitch again until Saturday.
8. Tabulation of Pitch Counts - It will be the responsibility of each team to track their own pitch counts throughout the game. And at the conclusion of the game, the head coaches shall meet to approve and agree upon the respective pitch counts for each team. It will then be the responsibility of the home team head coach to enter the agreed-upon numbers into the GAPPS electronic tabulation program.
9. In games vs. non-GAPPS member schools, the GAPPS pitching restrictions shall be adhered to, regardless of the pitch count policy of the host school affiliation or state association. When playing non-GAPPS member schools it shall be the GAPPS member school’s responsibility to report the pitch count information to the GAPPS electronic tabulation program.

10. A game will end anytime that a team is (ten) 10 or more runs behind and has completed five or more turns at bat. A game will end anytime that a team is fifteen (15) or more runs behind and has completed three or more turns at bat.
    a. The suspended game rule will be used:
        i. When a game is stopped before it becomes a legal game (3.5 or 4 innings), it is considered "no contest" and any replay will begin from the first inning.
        ii. When a game is stopped after it becomes a legal game and a winner can be determined, it is a completed game.
        iii. When a game is stopped after it becomes a legal game and a winner cannot be determined, any replay will begin from the point of interruption.
        iv. In any terminated game, accumulated pitches will count.
    b. The use of the "courtesy runner" is the only "speed-up rule" that has been adopted. Being a courtesy runner does not count as a game played.
11. For non-region games, there will be a time limit of 1 hour and 45 minutes. **Effective (6/1/2025)**

Post-Season

1. Based on participation, GAPPS will determine the number of teams advancing from each region to the state playoffs. Schools are required to compete with each team in their region twice during the regular season. Regions must determine their seeding within the 20-game playing limit.
2. The following procedure will be used when breaking ties for seeding purposes:
    a. Percentage of head-to-head wins against tied teams
    b. Least number of runs allowed between tied teams
    b. Least number of runs allowed in overall region play
    c. Mini game of five (5) innings
    d. In any step of the tie-breaking process if a tie involving more than two teams is broken so that all ties are broken, that step determines the placements. If two teams remain tied after a step is completed, revert to head-to-head record to break the tie. If the tie cannot be broken, move to the next step.
3. All rounds of the district playoffs will be determined by a single game elimination.
    a. The higher seeded team, or the team designated as the host team on the predetermined brackets (if the teams are equal seeds), will host the game.
    b. The host team will be the home team.
    c. At the end of each day, both schools must report the results to the GAPPS website.
    d. The responsibilities of the host team are to: (a) furnish game balls (b) notify the GAPPS office as to the arrangements for the series.
    e. In the event that two (2) schools involved cannot agree on the arrangements for the series (dates, times, etc.), the league President will make a ruling to cover the situation.
    f. In the event that a District Playoff game is suspended prior to becoming a legal game, it shall resume from the point of interruption on the next available date. If that date cannot be agreed upon by the competing schools, the league President shall determine the playing date.

g. The play windows for the State Tournament can be found on the GAPPS calendars (https://gappsports.com/calendar).

Section 3 - BASKETBALL

GENERAL INFORMATION

Unless otherwise documented in this manual, all basketball games will be played following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Basketball is a state championship event in each classification and schools are aligned on a regional basis.
3. The official game ball shall be the Wilson NXT EVO Basketball. This ball shall be used for all GAPPS hosted post season play. (https://www.wilson.com/en-us/basketball/balls/evolution).
4. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
5. Game results must be updated on MaxPrep Sports within 24 hours of the game ending or the school will be subject to a fine.
6. Game Incident Reports are due within 24 hours of the contest and are to be submitted via the GAPPS electronic reporting program, “Incident Reporting Form”.

UNSPORTSMANLIKE CONDUCT

1. Coaches and Players: Two technical fouls in the same game results in an ejection. If a coach or player is ejected from a game, he/she must sit out and cannot attend the next scheduled game.
2. Basketball and Staff:
    a. Can receive two cumulative unsportsmanlike conduct technical fouls in a season without further increase in sanctions.
    b. Third cumulative unsportsmanlike technical will require a $50 fine from the school and one game suspension to be served the following previously scheduled game. The coach cannot attend the suspended game.
    c. Fourth technical mandates a $100 fine and the coach will not be able to coach anymore for the season.
    d. Coaches and Staff members who coach girls and boys teams will have each team treated separately. Coaches who coach JV and varsity teams of the same gender will be treated as one team, not separately.
3. Players:
    a. Can receive two (2) cumulative unsportsmanlike conduct technical fouls in a season without further increase in sanctions.
    b. Third cumulative unsportsmanlike technical will result in a one game suspension to be served the following previously scheduled game. The player cannot attend the suspended game.

   c. Fourth cumulative unsportsmanlike technical will result in the player being suspended for the remainder of the season.
4. The number of basketball games allowed (not including regional, sectional and state tournaments) is twenty-five (25) regular season games either in head-to-head competition or in invitational tournaments that have been approved by the GAPPS (See Sub-Varsity section)
5. The following limitations exist for basketball games:
   a. Warm-up time between games shall be no less than fifteen (15) minutes. The game clock operator shall start the clock between games when the last player from the previous game leaves the court.
   b. Invitational tournament games shall have a starting time of no later than 6:00 p.m., for the next-to-last game each day.
   c. Region and State Tournament games do not have a starting time restriction, but shall be completed no later than 11:30 p.m., on a night that precedes a school day.
6. MERCY RULE: In accordance with National Federation rule options, the second half of the game may be reduced to six (6) minute quarters, while using normal timing/scoring rules when:
   a. The point differential at halftime is thirty (30) points or greater, and the coach of the trailing team wishes to have the "Mercy Rule" imposed.
   b. The point differential at the beginning of the fourth (4th) quarter is thirty (30) points or greater, the "Mercy Rule" will be invoked automatically. (See sub-varsity section)
7. All varsity basketball games shall be played with officially dressed basketball officials who are registered under the GAPPS plan for the registration of officials.
   a. The host school must provide an adult (21 or older) to maintain the official scorebook and electronic clock/scoreboard at all varsity games.
   b. The host school must provide a safe and secure changing area near the playing court for contest officials, free from traffic by school staff, students and spectators one hour prior to game time, during the duration of the contest(s) and until the contest officials depart the facility.
   c. The host school has the responsibility for providing security escorts for officials at all regular season games and tournaments.
8. Playing time limits**:** A basketball player cannot play more than 6 quarters in one day. If a player enters the game for the 7th quarter in one day, then the player is ineligible and the game he/she entered will be a forfeit. Any time a player enters the game during the quarter, this counts as a quarter of playing time. Exception: A player can exceed the 6-quarter limit in overtime.
9. 35 Second Clock: The 35-second clock is to be used in all "Varsity Level" games.
   a. The individual designated as the "Shot Clock Operator" shall be approved through the GAPPS Shot Clock Certification. This can be found by logging into the GAPPS website, and going to "AD/Coaches Resources".
   b. Schools not in compliance with the 35-second clock requirements will be assessed a technical foul to start each game.

MISCELLANEOUS INFORMATION

1. Cheerleaders at basketball games shall be restricted from the area at the end of the court during the time a game is in progress unless they are more than eight (8) feet from the boundary line of the court.
    a. This includes when cheerleaders are in an "L" shape with part on the sideline and part on the end line.
    b. The host school or tournament director is responsible for enforcing this rule.
2. The throwing of souvenirs (such as small basketballs, t-shirts, ect.) into the stands is prohibited until after the final basketball game of the day.
3. No artificial noisemakers (including megaphones) shall be allowed in the gym during basketball games.
4. Bands/ Audio devices shall play only during the intervals between periods or during timeouts; the home school is responsible for enforcing this rule.
5. The practice of cutting or removing nets or hanging on the rim or backboard is prohibited at all GAPPS games.
6. For the pregame and second half warmup period and during the time of team introductions, teams cannot run around or through the opposing team's half of the court and the midcourt circle area is off limits to both teams. The penalty for violation of this rule will be a technical foul if the officials have taken jurisdiction of the game.
7. All spectators must wear shirts during the games.
8. The host school should provide dressing areas for visiting teams in close proximity to the playing floor. Game managers, in conjunction with game officials, may extend halftime intermission to 15 minutes if the dressing area is not in close proximity to the playing floor.
9. Coaching boxes must be marked on the floor in both bench areas with one line that is 28 feet from the end line of the court.
10. An "X" must be marked on the floor in front of the spot where the scorekeeper sits in order to facilitate the substitution process.
11. In accordance with NFHS rules, the official scorer is required to wear a black-and-white, vertically striped shirt.
12. There shall be a minimum warm-up time of 15 minutes between multiple games.

REGION TOURNAMENTS

1. Schools are required to compete with each team in their region twice during the regular season. In cases where regions have been subdivided, the requirement is to play only the schools in your subregion twice during the regular season. Seeding for region tournaments will be determined as a result of regular season region play.
    a. Based on participation, GAPPS will determine the number of teams advancing from each region to the state playoffs. Schools are required to compete with each team in their region twice during the regular season.
    b. No region may use a double-elimination tournament.
    c. The region host shall secure the services of competent bookkeeper(s) and clock operator(s).
2. Region tournament dates and game times must be submitted to the GAPPS office no later than January 15th of that season.
3. Two Team Tiebreaker

a. Head-to-Head Record*
b. Head-to-Head Point Differential with a 20-point cap. This cap will be the maximum total that will count against the opposing team. The cap is put in place so teams will not run up scores. Example: If a basketball team wins by 35 points, then only 20 points will be credited toward the head-to-head point differential.
c. Common Opponent outside the region – Each team must have played the common opponent an equal number of times for this tiebreaker to be considered. (win-loss only, no point differential).
d. Single game playoff. Coin toss determines the host.
e. Coin Toss
    i. **Regular season tournament games played between region opponents will not count towards the tiebreaker used to determine postseason seeding.*

4. Three Team Tiebreaker
5. In a 3-way tiebreaker for region tournament seeding, seeding will be determined in the following order:**
    a. Record of the games played against the schools involved in the tie.
    b. Point differential in those games- using sports specific caps listed above.
    c. Common opponents- Each team must have played the common opponent an equal number of times for this tiebreaker to be considered. (win-loss only, no point differential)
    d. Coin Toss
6. In a 3-way tiebreaker to determine if a team is advancing to the State playoffs, where no region tournament is played, the following will determine who will advance:**
    a. Record of the games played against the schools involved in the tie.
    b. Play tie-breaker game:
        i. A coin toss will determine the host and the order of play.
        ii. A tie-breaker game consists of two 4-minute halves, with two (2) full timeouts and a 4-minute halftime. Games will be played following the format below.
        iii. The team winning the toss gets a bye - and then plays the winning team of the first Tie-Breaker game. Example: Team “A” gets a bye Team “B” plays Team “C”, Team “A” plays the winner of game 1, the Winner of game 2 receives the highest seed. When more than one spot is available the following applies: if the Winner of game 1 also wins game 2, both the losing teams will play for the second spot. If the winner of game 1 loses game two, the winner of game 2 is the highest seed, and the winner of game 1 is the second highest seed.
    c. Coin Toss
        i. ***In a 3-way tiebreaker, if one team concedes their spot, the tiebreaker reverts to two-way tie breaker.*

STATE TOURNAMENT

1. First Round
    a. The higher seed team, or the team designated as the home team on the brackets (if the teams are equal seeds) will host.
    b. Unless otherwise mediated by GAPPS, games will be played on dates designated by the brackets.
    c. Officials will be assigned by the host school. Reasonable efforts shall be made to assign a neutral association.
    d. The host school will provide an adult (21 or older) timer and scorer.
    e. All other GAPPS by-laws pertaining to the State Tournament apply to these games except where specified.
2. Quarterfinals - Finals
    a. Home team will be designated by higher seed or predetermined on the brackets (if the teams are equal seeds).
    b. Officials will be assigned by the GAPPS office.
    c. GAPPS will assign an adult (21 or older) timer and scorer.
    d. All other GAPPS by-laws pertaining to the State Tournament apply to these games except where specified.
    e. Games will be played at neutral sites when available.
3. Tournament sites will not be available to participating teams prior to the tournament. EXCEPTION: When the team of the host school is in the tournament.
    a. Teams playing in the first game of the day shall have access to the court no earlier than thirty (30) minutes before game time.
    b. There will be fifteen (15) minutes between tournament games.
4. Each team is responsible for providing its own basketballs for warm-ups, towels, training supplies, and half-time refreshments, unless notified differently by the GAPPS office. GAPPS will provide game balls at the Quarterfinals, Semifinals and Final Rounds.
5. Each school is responsible for the behavior of its coaches, players, and spectators at tournament games. Therefore, the behavior of these groups must be monitored by school administrators, especially (but not exclusively) in the following areas:
    a. No bands, artificial noisemakers, banners or signs, radios or other music-producing devices are allowed.
    b. Throwing objects on the floor will not be tolerated.
    c. Cutting nets, hanging on rims, climbing on backboards is prohibited.
    d. Security personnel may ask that spectators refrain from standing the entire game if it blocks the view of other spectators who choose not to stand.
    e. Displays of unsportsmanlike conduct directed toward the opposing team or the officials will not be tolerated.
    f. Spectators are not allowed on the court at any time prior to, during or following the game.
6. Each school in the tournament can have one video camera filming only its games under the following conditions:
    a. The video personnel of the school must film from an area designated by the Tournament Director.

b. The video of the tournament game(s) may not be shown at the school or in the community for admission, nor on cable television without authorization from the GAPPS.

SUB-VARSITY BASKETBALL

GENERAL INFORMATION

1. The number of basketball games allowed (not including regional and district tournaments) is twenty (20) regular season games either in head-to-head competition or in invitational tournaments that have been approved by the GAPPS.
2. Junior Varsity games will be comprised of four 7-minute quarters. Middle School games will be comprised of four 6-minute quarters.
3. MERCY RULE: In accordance with National Federation rule options, the second half of the game may be reduced to four (4) minute quarters, while using normal timing/scoring rules when:
    a. The point differential at halftime is forty (40) points or greater, and the coach of the trailing team wishes to have the “Mercy Rule” imposed.
    b. The point differential at the beginning of the fourth (4th) quarter is thirty (30) points or greater, the “Mercy Rule” will be invoked automatically.
4. There will be no shot clock for Middle School basketball.

Section 4 - BASS FISHING

To participate in bass fishing, you must be a member of SAF (Student Angler Federation) (https://highschoolfishing.org/) to compete in the GAPPS regional and state championships. Unless otherwise documented in this manual, all events will be conducted following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Bass Fishing is a co-ed state championship event in each classification and schools may be aligned on a regional basis.
3. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
4. GAPPS Bass fishing teams can participate in (twelve) 12 regular season meets.
5. Contestants must have in their possession a current, valid fishing license for the waters they fish.
6. Contestants are required to follow all applicable federal, state and local regulations and laws. Any violation of such regulations and laws may result in disqualification from the tournament.
7. Each team will consist of two eligible anglers and one coach, or boat captain.

PARTICIPATION AND ELIGIBILITY

1. Each contestant and coach agrees to report any rule violation to the tournament director immediately upon discovery of the violation. Failure to report violations may be cause for disqualification.
2. The violation of a tournament rule may result in weight loss (late penalty, dead-fish penalty and short-fish penalty), the loss of weight up to a particular time in the tournament day, the loss of weight for the entire day, or disqualification from the entire tournament.
3. Protests are to be made in writing within 30 minutes of the check-in time of the final flight of each tournament day.

PURCHASING OF OR GATHERING INFO

1. The purchasing of, or bartering for, information about locating or catching fish on tournament waters, including, but not limited to, GPS waypoints (other than through commercially available sources) and the hiring of fishing guide services or a coach is not permitted by contestants or coaches within 10 days of the start of any GAPPS event.
2. During the 10 day period, no competitors will be permitted to practice with assistance from anyone for the purposes of locating or catching fish, except from a teammate or coach from your school club or team who is fishing the same event, your designated boat captain for that event, or an immediate family member. Any violation of this rule may result in disqualification.

OFF-LIMITS, PRACTICE AND COMPETITION

There is no official practice period or off-limits period. There are, however, specific rules defined below that govern practice within 10 days of the GAPPS event.

1. Contestants and coaches may be on tournament waters until the start of onsite registration. Contestants and coaches may not enter tournament waters to locate bass or potential fishing waters or sightsee after the start of onsite registration except during tournament hours.
2. Testing equipment on tournament waters after the start of onsite registration is permitted only with prior approval from GAPPS.
3. No team, contestant or coach may practice with, hire, barter for, or engage services with, for the purposes of locating or catching bass on the tournament waters, any person who has been a bass guide for hire on the tournament waters within the last 12 months unless such person is the parent or documented permanent legal guardian of a contestant on a registered team in the event. Written proof of permanent legal guardianship to the satisfaction of tournament officials may be required.
4. Contestants may only practice with their teammate that is confirmed in the tournament, their coach or an immediate family member (mother, father, brother, sister or grandparent) who also meets the above criteria concerning guides. Nobody else, except a GAPPS pre-approved media representative or official is allowed in the boat.

5. Within 10 days of the tournament and extending through competition, contestants may not solicit and/or receive information about locating or catching fish on tournament waters from anyone except contestants confirmed in the tournament and through publicly available sources (quasi-public websites, blogs and/or social media pages set up for the specific purpose of sharing information with individuals or a small group of individuals are not publicly available sources).
6. Within 10 days of the tournament and extending through competition, teams may not follow a non-contestant's boat or participate in the placing of markers by non-contestants or the practice of "hole sitting" by anyone.
7. Flights over tournament waters, including drones, are not permitted on competition days. Violation of this rule may result in disqualification.

BOAT ASSIGNMENTS

1. Takeoff order (boat number) is determined by GAPPS or by random computer draw as officials choose for each event.
2. Each team must be accompanied on the water by their coach, who will supply a boat but is not permitted to fish.

SAFETY

1. Each contestant and coach is required to wear a fastened U.S. Coast Guard-approved and state approved personal flotation device anytime the combustion engine is in operation from boat check until weigh-in each day of the tournament.
2. All boats must be equipped with an emergency ignition-shutoff device that must be securely attached to the driver's body whenever the combustion engine is in operation.
3. All persons in a tournament boat shall remain seated in a manufacturer-recommended on-plane seating location when the combustion engine is in operation. Sitting on pedestal seats while the combustion engine is in operation is not permitted.
4. Contestants are not permitted to drive the boat when the combustion engine is in operation. Safe boat conduct must be observed at all times by contestants and coaches. At the discretion of the tournament director, tournament days may be shortened, postponed or canceled due to unsafe weather or water conditions. Violation of this rule may result in disqualification.

BOAT OPERATION

1. Coaches must supply and drive boats for their teams. To qualify as a coach, the person must be at least 19 years old.
2. Contestants may operate the trolling motor. Coaches may provide assistance, including information about locating and catching fish, but are not permitted to fish.
3. The use of mobile communication devices, including but not limited to, cell phones, marine radios, walkie- talkies, CBs, etc. by contestants and coaches during tournament hours is strictly prohibited except in an emergency (severe weather, breakdowns, etc.) or to communicate with lockmasters about locking or with the tournament director.

BOAT AND HORSEPOWER REGULATION

1. All boats must be propeller-driven and a minimum of 16 feet in length. Each boat must have all required U.S. Coast Guard safety equipment. Boats must contain a properly aerated live well space to maintain a live limit catch of bass.
2. Maximum horsepower for all outboards is not to exceed the horsepower capacity set forth on the "Maximum Capacities" placard described below**:**
    a. Each boat must have a clearly legible "Maximum Capacities" (or comparably titled) placard that includes a maximum horsepower rating affixed to the boat by the manufacturer.
    b. The horsepower of the outboard engine must not exceed the maximum horsepower capacity specified on this placard or any horsepower limit set by GAPPS.
3. Contestants and coaches agree to submit their boat and/or motor to an inspection by tournament officials. Falsifying information on entry forms or altering the horsepower numbers on the motor or rating placard will be cause for disqualification from the tournament and may result in ineligibility to compete in future GAPPS tournaments.
4. Fishing platforms must be factory-installed equipment. No portable platforms may be used in tournament competition.
5. Fuel may be carried only in factory-installed (built-in) fuel tanks or auxiliary fuel tanks that are securely strapped or otherwise fastened to the boat. Any additional fuel used during the tournament day must be purchased from a retail facility open to the public and pumped through a hose with a nozzle.
6. Liability insurance with coverage in reasonable amounts is required on all boats used. Proof of insurance must be with the boat being used and must cover all passengers in the boat. Random checks will be conducted. Failure to provide proof of insurance when requested by the tournament director may result in disqualification.

PERMITTED FISHING METHODS

1. Fishing is defined as having a lure attached to a line and a rod and reel with the lure in the water. NO LIVE BAIT IS PERMITTED. All bass must be caught alive in a conventional sporting manner.
2. Only artificial lures may be used, with the exception of pork trailers and biodegradable soft baits.
3. Only ONE fishing rod per contestant may be used at a time. Trolling as a method of fishing is strictly prohibited. All bass caught while sight-fishing must be hooked inside the mouth and immediately shown to your coach for verification.

PERMITTED FISHING LOCATIONS AND BOUNDARIES

1. Teams may fish anywhere on tournament waters within the boundaries defined by GAPPS and is available to the public and accessible by boat, except areas designated as "off-limits," "no boats," "keep out," "restricted," "no trespassing" or "no fishing" (or similar language or markings intended to restrict public access) by tournament officials, local, state or federal officials, or within 50 yards of a contestant's boat that was first anchored.

2. An anchored boat is a boat held in a stable position by a line attached to a weight or by a Power-Pole or similar shallow water anchor with the trolling motor in the “up” position.
3. All fishing must be conducted from the boat. At no time may a contestant leave the boat to land a fish or to make the boat more accessible to fishing waters.
4. The use of cables, ropes, chains or any type of block and tackle system to maneuver a boat into fishing waters is strictly prohibited and will result in disqualification from the tournament.
5. Teams must leave and return to the check-in by boat.
6. The boat must remain in the tournament waters during the tournament day. No tournament boat may be loaded on a trailer before the weigh-in except with the permission of the tournament director.
7. In the event of equipment failure or emergency, there are three permitted methods of returning to the check-in:
    a. By both contestants remaining in their boat and being towed by water.
    b. By one contestant entering the boat of another team.
    c. Both contestants enter a rescue boat so designated by the tournament director.
8. Under these three conditions the team’s catch may be counted without a penalty (except for late penalties or other penalties pertaining to other tournament rules). Teams that elect to return to the check-in by any other means than cited above will forfeit their day’s catch to that point in time of the tournament day.
9. Any team returning to the check-in point will be eligible to restart and resume competition under the supervision of the tournament director or his designated tournament official. It is the sole responsibility of teams to locate the tournament director to request a restart.

CHECKPOINTS AND PENALTIES

1. There will be only one checkpoint for boat check in the morning and one in the afternoon. Failure to go through boat check and checkout in the morning, or failure to check in at the check-in point, will result in disqualification. All fishing must cease upon check-in.
2. Teams that are not at the designated afternoon checkpoint at the appointed time will be penalized 1 pound per minute, deducted from the total weight. Teams more than 15 minutes late will lose credit for that day’s weight.
3. Every effort must be made to keep fish alive using a properly aerated live well. Eight (8) ounces will be deducted from the total weight for each dead bass presented for weigh-in.

SCORING

1. Scoring is determined by the final weight of each team’s catch during each tournament.
2. Only largemouth, spotted, redeye or smallmouth bass are accepted species. The tournament limit is five (5) bass per team unless the state or lake limit is less than five (5), in which case the state or lake limit prevails.
3. Teams possessing more than the tournament limit will have their catch to that point in the day disqualified and, time permitting, are eligible for a restart from the takeoff location.
4. The minimum length limit for bass is twelve (12) inches unless the state or lake limit is more than twelve (12) inches, in which case, the state or lake limit prevails.

5. Bass presented for weigh-in that fail to measure the prescribed length limit will be penalized at the rate of one (1) pound for each short bass presented, plus loss of that fish.
6. Each team's catch must be presented in an official weigh-in bag.
7. The winning team is determined by the day's heaviest catch.
8. Total number of fish for the tournament will break ties, then the total number of fish alive.

REGIONAL AND STATE CHAMPIONSHIP

1. Regional and State Championship trophies will be awarded to the school that has the winning team. Only the individual team totals will be counted towards championships. There are no combinations of weights from different teams from the same school.

ALL STATE RECOGNITION

1. GAPPS shall recognize All State Honors based on participation and event scoring.
    a. For the purpose of All state recognition, a team shall be defined as a single or double angler occupied boat
    b. Once established, a team shall remain consistent in its makeup throughout the season.
    c. Each member of a team shall be awarded the GAPPS All State Award.
2. No fewer than the top 20% of total teams representing GAPPS member schools shall be awarded each season.
3. All State recognition shall be determined by the total weight of fish caught by a team, while competing in a GAPPS sanctioned Bass Fishing Tournament.
4. No more than 50% of tournaments, including Region and State tournaments, sanctioned by GAPPS; shall be used to calculate total weight of a team.
    a. Example - Team A participates in four of six GAPPS sanctioned tournaments. GAPPS will only use the top three tournament results from Team A to determine standings for All State. Team B participates in two of six GAPPS sanctioned tournaments. GAPPS will use the combined weight from the two tournaments attended by Team B to determine standings for All State.

LOGO DISPLAY

1. Contestants and coaches may wear their own shirts or jerseys during State Championships. Tournament officials reserve the right, in their sole discretion, to prohibit any contestant or coach's shirt or jersey found to be offensive.

ALCOHOL AND TOBACCO

1. Contestants and coaches may not smoke or use tobacco products during tournament hours, including weigh-in, at any event.

Section 5 – CLAY TARGET SPORTS

GENERAL INFORMATION

The Scholastic Clay Target Program (SCTP) Official Handbook shall be the Official Rules for all GAPPS-sanctioned competitions. Visit www.shootsctp.org. Some exceptions are listed below.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Clay Target is a state championship event in each classification and schools are aligned on a regional basis.
3. The beginning and ending dates for practice and competition are on the GAPPS sports calendar.
4. GAPPS Clay Target teams can participate in a maximum of twelve (12) regular season shoots.
5. Member schools are encouraged to host regular season shoots. Host schools for regular season shoots are responsible for all aspects of the shoot that will include all areas of the shoot management, reporting results to the GAPPS, and purchasing and issuing awards.
6. Each school will have one certified coach for every six individuals. Range safety officers are also recommended. Coaches must be at least 21 years old.
7. All coaches must have Level 1 NRA Clay Target Coach/Instructor Training, or higher. Coaches with other training credentials must be approved by the GAPPS at least one week prior to a shoot.
8. All coaches must join SCTP before participating in a GAPPS-sanctioned meet. Individuals must have passed the DNR Hunter Safety Course to participate in any GAPPS shoot.
9. Participation rules are as stated in SCTP except only 8th graders and above will be allowed to participate on varsity teams.
10. All individuals must participate in at least two (2) shoots prior to the State Championship Shoot.
11. Shooting sports is a non-classification activity with no differentiation on teams for gender.
12. For competition, teams will be divided into 3-person squads. If a team is not divisible by three (3), individuals may participate. The top three (3) scores from each school will be combined to determine the highest discipline and overall winners, regardless of the squad or pairings.
13. Meets may set their own rules regarding reloads. Ammo must be in the following limits: Shot size 9 to 7 ½, load size 1 1/8 or smaller.
14. Dress is as stated in SCTP rules, which includes no camouflage clothing. Coaches and participants are reminded this is a gentleman's sport. Khaki shorts or pants and collared shirts are suggested. Ear and eye protection is required.

REGION AND STATE SHOOTS

1. The number of teams qualifying for the state shoot will be determined by GAPPS prior to the beginning of the season based on the total number of regions and teams.
2. GAPPS will have three disciplines at the State Championship Shoot: Trap, Skeet, and Sporting Clays.
3. The Team State Champion will be determined by the combined total score of the top three (3) shooters on each team.

   a. There will be two Divisions at the State Shoot. GAPPS Division and an Open Division:
      i. Varsity GAPPS Division
         1. Schools that participate exclusively in GAPPS for athletics.
      ii. Varsity Open Division
         1. Schools that compete in GAPPS and other athletics conferences (GICA, GHSA, etc) regardless of sport.
   b. For Middle School, there will be one Division.
4. Awards will be given to the top three (3) male and female shooters in each of the three disciplines.
5. Awards will be given to the top three (3) squads in each of the three disciplines.
6. All schools will be required to pay venue expenses including ammo and target costs for the Region and State Shoots for their participants.
7. Only factory loaded ammo is allowed at the State Championship Shoot.
8. Only 12-gauge guns or smaller may be used at the GAPPS State Championship Shoot.

Section 6 – CROSS COUNTRY

GENERAL INFORMATION

Unless otherwise documented in this manual, all cross-country meets will adhere to the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association. In addition, GAPPS is partnering with GA Track & Field/Cross Country Coaches Association (GATFXCCA) to provide training and resources for coaches.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.Head coaches are required to maintain current membership with GA Track & Field/Cross Country Coaches Association (GATFXCCA).
2. Cross country is a state championship event in each classification and schools are aligned on a regional basis.
3. The beginning and ending dates for practice and competition are on the GAPPS sports calendar.
4. GAPPS cross country teams can participate in ten (10) regular season meets.
   a. No individual may compete in more than one (1) race per day.
5. Coaches can coach at designated areas during a cross-country meet at 1-mile, 2-mile, 3-mile, and designated areas marked at the site at region state qualifier and state championship. (Ex: Last 500 yards before finish line).
6. Entry Fees for GAPPS member schools participating in an event hosted by a GAPPS member school shall not exceed:
   a. $50 Varsity per team
   b. $50 Middle School per team
   c. $50 Elementary per team
7. GAPPS will be responsible for the following meets:
   a. Hosting Middle School and Elementary Championship Meet
   b. Assigning host for GAPPS Region Meets
   c. Hosting GAPPS State Championship Meet
8. The distance of the races will be:

   a. 5 kilometers (3.1 miles) for Varsity
   b. 3 kilometers (1.86 miles) for Middle School
   c. 1 mile - 2 kilometers (1.24 miles) for Elementary
9. Cross Country will be offered as a Division I and Division II sport. Division I is limited to three (3) AES athletes on the roster, not roster limit. Division II is allowed an unlimited number of AES athletes.
10. A team will consist of a minimum of five (5) runners. The first five (5) finishers for each team will count for the total team score. Schools with less than five (5) runners can compete as individuals.
11. The meets will be scored by how each runner finishes by placement and not by time and team totals will also be scored in the same manner. Individual runners (runners without a complete team) will be displaced in team scoring.
12. Musical devices of any kind are not allowed during competition.
13. No runner will be permitted to enter a meet if he/she is not accompanied by a certified coach of the school the runner attends.
14. Computer Timing System:
   a. Will be used at the Middle School and Elementary Championships, and the Varsity State Meet.
   b. Each chip/bib will be assigned to a specific runner for the meet and may need to be returned at the conclusion of the meet (dependent on the timing company).
   c. It is the coach's responsibility to ensure the chip/bib is issued to the correct runner on the day of the event.
15. The use of WBGT for ALL Cross Country contests is mandated as follows:
   a. WBGT must be measured 15 minutes prior to the start of the contest and coaches notified.
   b. If WBGT is equal or above 86.0 F, an ice immersion tub must be present and ready for use at the finish line.
   c. If WBGT is equal or above 88.0 F, A minimum of two (2) hydration stations must be placed throughout the racecourse as well as the finish line. **(eff. July 1, 2024)**

REGION AND STATE MEETS

1. There is no limit to the number of varsity runners per team at the Region Meet. All varsity runners on a team will be able to run to qualify at the Region Meet.
2. Individual State Qualifiers - In order to be eligible to compete for an individual award at state, the runner must have a qualifying time at the Region meet.
   a. Minimum State Qualifying Standards: Boys: ≤ 25 minutes, Girls: ≤ 31 minutes.
   b. Runners who do not meet the minimum standards but are a scoring member of the team (5) will be allowed to run at State. Athletes who are the sixth or seventh runner will need to meet minimum standards.
3. Team State Qualifiers - Teams who have a minimum of five (5) runners will be eligible to compete for the Team State awards. Teams are composed of a maximum of seven (7) runners, of which the top five (5) make up the team score.
4. For the State Meet, the top seven (7) runners as designated by their team will be able to participate and score for their team.
5. A qualifying team for the State Meet must consist of a minimum of five (5) runners and a maximum of seven (7) runners.

6. At the region and state championship meets, varsity girls and varsity boys will run separately.
7. At the Region meets, there will be two volunteers assigned from different schools that will be calling out finishing positions at the finish-line. If two cannot agree, the tiebreaker goes to the timing system. At the State meet, these two positions may be filled by GAPPS staff.

Section 7 – FOOTBALL

GENERAL INFORMATION

Unless otherwise documented in this manual, all Football games will be played following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Football is a state championship event in each classification and schools are aligned on a regional basis.
3. The official game ball shall be manufactured by Wilson, meeting high school play specifications, bearing the NFHS stamp, and approved by GHSA.
4. Field dimensions shall be 100x53.3 and marked as instructed by NFHS. (See Sub-Varsity section below)
5. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
6. Game results must be updated on MaxPrep Sports within 24 hours of the game ending or the school will be subject to a fine.
7. Game Incident Reports are due within 24 hours of the contest and are to be submitted via the GAPPS electronic reporting program, “Incident Reporting Form”.
8. There shall be no requirement to follow the NFHS Jersey Numbering System.
9. Each school must file its football schedule with the GAPPS office no later than June 1st, each year.
    a. The schedule must show the day, date, time, opponent, and game site.
    b. GAPPS must be notified concerning any changes made to the schedule after the submission date.
    c. There will be a $250 penalty for schools that change their football status/classification after June 1st.
10. The number of football games allowed (excluding state playoffs) is ten (10). (See Sub-Varsity section below)
11. No varsity football game may be played on a night preceding a school day without specific authorization from the GAPPS office.
12. Only one football game may be played per week (the schedule week is a traditional week - Sunday through Saturday) by the same level team (varsity/sub-varsity) except in the case of the GAPPS Tie-Breaker Playoff or make-up games due to special circumstances that have been approved by the association.

13. Football players playing on both the varsity and one sub-varsity team are limited to six (6) quarters of competition in any seven (7) calendar day period beginning with the date of the varsity game. The penalty for violation of this rule will be forfeiture of the game in which the violation occurred and a $1,000.00 fine.
14. The football season ends for a team or individual when that team, having completed its regular-season schedule, is eliminated from playoff competition or wins the State Championship.
15. Football acclimation week may begin five (5) consecutive weekdays prior to the first day of official practice as listed on the GAPPS calendar. .
    a. In the first five days of practice for any student, the practice may not last longer than two (2) hours, and the student may wear no other protective football equipment except helmet and mouthpieces.
    b. The time for a session shall be measured from the time the players report to the practice or workout area until they leave that area.
    c. During acclimatization practices, teams may hold a walk-through as long as there is at least a two-hour break between the two activities.
16. Beginning the first day of official practice, any student may practice in full pads and may practice a maximum of two (2) times in a single calendar day under the following stipulations:
    a. A student must have participated in five (5) conditioning practices wearing no other protective football equipment except helmet and mouthpieces before being allowed to practice in full pads.
    b. In a single calendar day:
        i. No single session may last longer than three (3) hours.
        ii. If two (2) practices are held, the TOTAL time shall not exceed five (5) hours.
        iii. There must be at least a three-hour time of rest between sessions if two (2) sessions are held.
        iv. There may not be consecutive days of two-a-day practice sessions. All double-session days must be followed by a single-session day or a day off.
            1. A walk-through may not be held on days when two (2) practices are conducted.
    c. These procedures are derived from recommendations created by the Inter-Association Task Force for Preseason Secondary School Athletics Participants in the paper “Preseason Heat-Acclimatization Guidelines for Secondary School Athletes.”
17. Full contact should be limited during practices as well as during activity outside of the traditional fall practice. *(Note: No limitation is placed on activities defined below as “AIR, BAGS or CONTROL” contact.)*
18. For purposes of this rule, the following definitions shall apply:
    a. AIR - Players run a drill unopposed without contact.
    b. BAGS - Players run a drill against a bag or another soft-contact surface.
    c. CONTROL - Players run a drill at assigned speed until the moment of contact and one player is pre-determined the “winner” by the coach. Contact remains above the waist and players stay on their feet.

d. THUD - Players run a drill at competitive speed through the moment of contact with no predetermined "winner." Contact remains above the waist, players stay on their feet and a quick whistle ends the drill.
e. LIVE ACTION - Players run a drill in game-like conditions and is the only time that players are taken to the ground.
f. FULL CONTACT - Contact which meets the definition of Live Action or Thud.

19. Soft-shell football helmet covers, worn during regulation play, must closely resemble the color of the team's helmet.

PRE-SEASON, SPRING PRACTICE, AND SUMMER CONTACT CAMPS

1. Full contact shall be allowed in no more than two (2) consecutive practice days per week.
2. Full contact during practice shall be limited to not more than 45 minutes per day.
3. Full contact during practice shall be limited to not more than 135 minutes per week.
4. During any twice-daily practice, only one session per day shall include full contact.
5. In Summer Contact Camps, the only form of Full Contact allowed is Thud.
6. Schools will be limited to attending no more than three (3) Team Contact Camps per summer (no more than six (6) days total). There must be at least four (4) participating schools or the camp cannot be held.
7. Spring Football Practice for each school year may be held on ten (10) school days from February 1 until the end of the school year, spaced over thirteen (13) consecutive school days. *(Note: Spring and fall scrimmage games and jamborees are considered to be extensions of practice as far as eligibility rules are concerned.)*
8. Schools must choose by February 1 each year as to whether they will have spring football practice.
    a. If a school conducts spring practice, all preseason practice schedules remain the same.
    b. If a school chooses not to conduct spring practice, the team will be allowed to hold an additional (second) scrimmage game or controlled scrimmage against another school, or a jamboree with three teams playing a half against the other two teams, in the fall.
    c. Schools hiring a new coach may appeal to the league President to change an earlier decision.
9. Schools that have scrimmage game/games canceled or suspended by inclement weather will have the following options:
    a. Play on another night during the same calendar week (defined as Sunday to Saturday.) Sunday play is not allowed.
    b. Play during another week when the school does not have another scrimmage or regular season game scheduled. (Note: No scrimmage game may be played after a school's first varsity contest.)
    c. Schools which participate in Spring Practice are allowed to play a spring game/scrimmage with another school, or a jamboree with three teams playing a half against the other two teams, in place of their last (10th) practice of the spring

10. Students enrolled in 7th grade may participate in Spring Practice at that high school.
11. No student (eighth grade or above) may participate in more than ten (10) days of Spring Practice, and may participate for no more than one (1) school.

REGULAR AND POSTSEASON PRACTICE

1. Full contact during practice shall be allowed in no more than three (3) practice days per week;
2. Full contact during practice shall not be allowed on more than two (2) consecutive days;
3. Full contact during practice shall be limited to not more than 30 minutes per day;
4. Full contact during practice shall be limited to not more than 90 minutes per week.
5. A written practice plan in compliance with this rule shall be prepared in advance by the head coach prior to every practice and maintained by the school for a period of at least twelve (12) months. Such practice plans shall be made available to the GAPPS upon request.
6. Violations: The penalty to be imposed upon any member school found to have violated this rule in any substantial manner shall be as follows:
    a. First Offense: A fine of not less than $500 nor more than $2500 per violation at the discretion of the league President.
    b. Second Offense: The school shall be placed on probation and shall not be eligible to participate in post season play.
7. From the end of school in the spring until the first day of preseason practice, players may wear no other protective football equipment except helmets and mouthpieces for all voluntary workouts and passing league games. Institutional heat policies are also in effect for voluntary workouts supervised by school personnel.
8. All applications for team summer camps at GAPPS schools or other facilities must be submitted to the GAPPS office by June 1, and all subsequent correspondence to complete the application must be completed by June 15. Coaches for these players must verify that the participants have had acclimatization practices for five days immediately preceding the camp.
9. Equipment allowed in summer (contact) camps is limited to helmets, shoulder pads and mouthpieces. Compression-style shorts that have thigh pads and/or girdle pads are NOT allowed.

RULES AND REGULATIONS FOR GAMES

1. All GAPPS football games will have a twenty (20) minute halftime unless both school administrators agree in writing by Thursday of game week to shorten the halftime period to fifteen (15) minutes.
2. Artificial noisemakers, except air horns and whistles, are legal at football games. Illegal noisemakers are to be confiscated when visible and/or used.
3. Bands are not to play during live-ball situations. *Note: This includes the situation in which there is no timeout and the teams are in a huddle.*
    a. If during a football game, a team claims interference with communications due to band noise, the Referee shall give a warning to one or both head coaches and the bands must cease playing.
    b. If there is a second offense by the same school's band, an unsportsmanlike conduct penalty will be imposed against that school's team.

4. Fans shall not be allowed to enter the playing field either before the game or at halftime to form a tunnel for players to run through.
5. In the regular season, a school may utilize a visible 25-second clock as long as the time is visible on both ends of the field and the clock is operated by a paid game official.
6. All region football games must be played to completion (non-region games can end in a tie if the teams are in agreement). Any interrupted game must be replayed from the point of interruption. The school that is behind in the score may choose not to continue the game and the score will be recorded as it was at the point of interruption. *Note: Teams will not be allowed to play two football games in the same week, except when making up a suspended game with the permission of the* league President.
7. During warmups before the game and at halftime there shall be a division of the field, and neither team shall enter the other team's portion of the field. That division shall be as follows:
    a. Before the game: each team shall occupy the space from their own 45-yard line to the endline of their goal line. Neither team shall occupy the area between the 45-yard lines.
    b. EXCEPTION: When kicking, each team shall have the area between the opponent's 45-yard line and the kicking team's end zone in the side zone area on the same side of the field as their bench. Kickers shall kick toward their end zone.
    c. Re-entering the field before the game and at halftime: each team shall have the portion of the field between their bench and the near edge of each goal post - i.e., field divided lengthwise.
8. The GAPPS Overtime Procedure will be used whenever two schools are tied at the end of regulation play. This procedure involves giving both teams opportunities to score from the 15-yard line until the tie is broken.
9. Overtime games are exempt from the 11:30 p.m. GAPPS curfew.
10. Any football contest MUST have an on-site WBGT monitor and take measurements 15 minutes prior to the start of the contest and again during halftime. The following requirements for hydration breaks must be followed:
    a. Kick-off WBGT equal or above 87.0 F – referees will take a mandatory hydration break at or near the 6-minute mark of each quarter lasting three (3) minutes (change of possession or touchdown and PAT). All participants must remove their helmets and no coaches are permitted on the field at this time. It is recommended that players who are actively engaged in the competition and come to the sideline remove their helmets and hydrate until such time that they re-enter the field of play.
    b. Kick-off WBGT equal or above 90.0 F – referees will take a mandatory hydration break at or near the 4-minute and 8-minute mark of each quarter lasting 3 minutes (change of possession or PAT). All participants must remove their helmets and no coaches are permitted on the field at this time. It is recommended that players who are actively engaged in the competition and come to the sideline remove their helmets and hydrate until such time that they re-enter the field of play.

GAPPS OVERTIME PROCEDURE

1. There will be a 3-minute intermission between the end of regulation play and the coin toss to start the overtime procedure.
2. The captains will meet for the coin toss, and the winner may choose one of the following:
    a. Be on offense first.
    b. Be on defense first.
    c. Choose the end of the field on which to play.
3. The ball is placed on the 15-yard line and the offense keeps the ball until:
    a. The ball is turned over on downs *(Note: The team on offense can gain a first down.).*
    b. The defense gains possession of the ball (ball is dead immediately).
    c. The offense scores a touchdown or field goal.
    d. The offense misses a field goal.
4. After the first offensive team completes its possession, the opposing team gets its opportunity from the 15-yard line.
5. If the game remains tied after each team has had an offensive possession, there will be a 2-minute intermission and the team that lost the first coin toss has the first option for the second possession.
6. For each additional overtime period (i.e., an offensive possession by each team) the original coin toss options are alternated.
7. Beginning with the second overtime period, a team must attempt a 2-point try after a touchdown
8. Subsequent to the first two series from the 15-yard line, if the game remains tied, the ball will be placed on the three-yard line and teams will alternate two-point conversions until the tie is broken.
9. Penalty enforcement is handled the same way in overtime as in regulation play.

MERCY RULE

1. At the end of the first half of play, if a team is trailing by thirty (30) points or more, the coach of the trailing team may choose to play the second half with a running clock. Quarters will remain at twelve (12) minutes.
2. If the coach does not exercise the option of the running clock, the 3rd quarter will be played with regulation time.
3. If the point differential reaches, or remains, thirty (30) or more points during the 3rd quarter, the clock will still run according to the rule for the remainder of the 3rd quarter, but the 4th quarter shall have a running clock.
4. A running clock means the clock will be stopped only:
    a. after a touchdown and until the ball is kicked off.
    b. during deliberations for penalty administration.
    c. during charged timeouts or official's timeouts
5. A game that is reduced in time by use of a running clock shall constitute a "completed" game to meet other rule considerations.

REGION PROCEDURES

1. To qualify for championship consideration in a region or sub-region, a school must play a minimum number of games with schools in its region as determined by the region and the GAPPS Reclassification Committee.
2. In any region or subregion in which there are six (6) or less schools, if each school plays two (2) games, both games will count as region games. In any other case where two (2) schools have played more than once during the regular season, only the first game scheduled shall count in the region standings.
3. Any school playing a non-region or non sub-region schedule (i.e., not in consideration for a region championship) will not have its games count for or against any opponent.
4. The league President, upon presentation of evidence to show that a school cannot secure the required number of games in a region or sub-region, may authorize each school to substitute any number of games in any classification or region to qualify for championship consideration. *(Note: A request for substitution of game(s) must be submitted prior to September 1.)*
5. GAPPS will announce a playoff structure based on participation every year no later than July 1st.

REGION TIE-BREAKER METHOD

1. In case there is a tie between two teams, the following tie-breaking procedures will be used:
    a. If the teams played during the regular season, the winner of the game will have the higher placement.
    b. If the teams did not play during the regular season, the two teams that are tied will meet in a GAPPS Tie-Breaker Mini-Game (see below for procedure). The winning team will have the higher placement.
2. The schools shall meet at a site selected by the league President for a playoff on the Monday night after the end of the regular season.
3. In case there is a tie between three (3) or more teams, the following tie-breaking procedures will be used. *(Note: At any point in this process where a tie can be broken so that only two teams remain tied, consideration of head-to-head competition will be invoked. If the tie is completely broken for all teams involved at any step in the process, the tie-breaker process is completed.)*
    a. If the teams that are tied have played during the regular season game and one team has defeated the others, the undefeated team has the highest placement.
    b. If one team has not beaten all other tied teams, the school with the highest percentage of wins against the tied teams will have the highest placement. If the percentages leave two or more teams are still tied, then revert to head-to-head records.
    c. If the tie remains, the teams that are tied will meet in a GAPPS Tie-breaker Mini-game.

GAPPS TIE-BREAKER MINI-GAME PROCEDURE

1. The schools shall meet at a site selected by the league President for a playoff on the Monday night after the end of the regular season.

2. The games will consist of two (2) five-minute halves. The play begins for the 1st half with a free kick, and standard game rules and scoring are used.
3. There will be a two-minute intermission between the halves. Play begins for the 2nd half with a free kick.
4. Each team will be given two (2) timeouts in the first five (5) minutes and one timeout in the second five (5) minutes. Unused timeouts in the first five minutes may be carried over to the second five minutes.
5. If the score is tied at the end of two (2) overtime periods, the teams will go to the GAPPS 15-yard overtime procedure.
6. A coin toss will determine the order of play.
    a. When three teams are tied for one open spot, the team winning the coin toss receives a bye. The remaining teams compete in the first round. The winner of the first round shall play the winner of the coin toss. *Example:* Team “C” receives a bye. Team “A” plays Team “B” Team “C” plays the winner of game 1. Winner of game 2 qualifies for the playoffs.
    b. When three teams are tied for two open spots, the following format will be used. *Example:* Team “C” receives a bye, Team “A” plays Team “B” and the winner qualifies. Team “C” plays the loser of game 1 and the winner qualifies. If Team “C” wins game 2, the regular season winner between Team “C” and the winner of game 1 will have the higher placement.
    c. When four teams are tied for one open spot, the pairings will be determined by draw and the following format will be used. *Example:* Team “A” plays Team “B” in game 1 Team “C” plays Team “D” in game 2 Winner of game 1 plays winner of game 2 Winner of game 3 qualifies.
    d. When four teams are tied for two open spots, the pairings will be determined by draws and the following format will be used. *Example:* Team “A” plays Team “B” in game 1 and the winner qualifies. Team “C” plays Team “D” in game 2 and the winner qualifies. The winner of the regular season game between the two winning teams will have the higher placement.
7. When teams play a mini-game tiebreaker on a Monday, their first-round playoff game will be scheduled for the following Saturday unless both schools agree to play on Friday.

STATE PLAYOFFS

1. All rounds of games after the end of the regular season are considered part of the state playoff structure. In ALL Rounds (unless otherwise designated by GAPPS) the higher seeded team, or the team designated as the host team on the predetermined brackets (if the teams are equal seeds) will host.

SUB-VARSITY FOOTBALL

1. The official game ball for Middle School and JV Football shall be the Wilson TDY. This ball shall be used for all GAPPS sanctioned post season play.
2. Field dimensions shall be 100x40 and marked as instructed by NFHS.
3. A single sub-varsity game played on a night before a school day may start no later than 6:30 p.m. The first game of two sub-varsity games played on a night before a school day may start no later than 5:30 p.m.

4. All JV games will be played with 10-minute quarters.
5. Middle School games shall play eight (8) minute quarters.
6. Schools may play ten (10) Mini Games at the JV level, instead of seven (7) regular games, the combination of which cannot exceed the current 28 quarters allowed for sub-varsity play. Each Mini Game will be one-half of a regular game. Four (4) schools would meet at one site, with two schools playing a half and then the other two schools playing a half. Officials would be paid the regular fee for a single game.

Section 8 - FLAG FOOTBALL

GENERAL INFORMATION

Unless otherwise documented in this manual, all Football games will be played following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Flag Football is a state championship event in each classification and schools are aligned on a regional basis.
3. The official game ball shall be the Wilson 1784 TDY. TDJ may be used for sub-varsity games. This ball shall be used for all GAPPS hosted post-season play. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
4. Game results must be updated on MaxPrep Sports within 24 hours of the game ending or the school will be subject to a fine.
5. Game Incident Reports are due within 24 hours of the contest and are to be submitted via the GAPPS electronic reporting program, “Incident Reporting Form”.
6. The Maximum number of play dates allowed (not including the State Tournament) shall be 10 and one (1) invitational tournament (maximum of four (4) games).
    a. Host schools shall schedule a minimum of two (2) games each playing date.
    b. Teams shall not play more than (2) games each playing date.
    c. Teams are allowed to play (1) scrimmage / jamboree play date after the first official practice date, and prior to the first regular season game of either participating school.
7. Playing Rules - Official Flag Football playing rules may be found on the GAPPS Flag Football page on the website. (www.gappsports.com)

Section 9 – GOLF

GENERAL INFORMATION

The United States Golf Association (USGA) Rules of Golf is the official guide of GAPPS. Visit www.usga.com. Some exceptions are listed below:

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Golf is a state championship event in each classification and schools are aligned on a regional basis.

3. The beginning and ending dates for practice and competition are on the GAPPS sports calendar.
4. GAPPS golf teams can play in twelve (12) regular season matches.
    a. A 9-Hole match played prior to the last play date will count as ½ playing date.
    b. Schools may use (1) Saturday during the regular season as a playing date that does not count as one of their twelve (12) allowed play dates.
5. During regular region season play, a match can consist of nine (9) or eighteen (18) holes of play.
6. A boys' or co-ed golf team can have six (6) players maximum participate in a match with the four (4) best scores counting. A school can submit seven (7) names for the Region and State Tournaments with one as an alternate.
7. A girls' golf team can have a minimum of three (3) players with a maximum of four (4) players participating in a match with the two best scores counting. A school can submit up to five (5) names for the Region and State Tournaments with one as an alternate. There must be a minimum of six (6) GAPPS schools participating in girls' golf for the sport to be sanctioned.
8. The GAPPS recommends that boys use the men's tee (usually white) and girls use the women's tee (usually red). Distance played by the girls shall be a minimum of 80% of the distance played by the boys.
9. Players must play in at least two (2) regular season matches to qualify for the region and state tournaments unless the player was injured.
10. GAPPS requires the Double-Par Pick-up Rule for matches. The golfer must pick up his/her ball and move onto the next hole once the golfer has shot double par for that hole. On a Par 3 hole, a golfer would pick up his/her ball after the sixth stroke even if he/she has not holed-out. The score would be recorded as a circled 6. On a Par 4 hole, it would be the eighth stroke. The score would be recorded as a circled 8. On a Par 5 hole, it would be the tenth stroke. The score would be recorded as a circled 10.
11. Players must write their name and scores, legibly, on their golf card or be disqualified.
12. The use of caddies and carts is prohibited (unless prior approval is received for a valid health condition). Players may use push/pull carts.
13. Rangefinders that compute distance only, as approved by the U.S Golf Association, are legal.
14. A maximum of two (2) school golf coaches may confer with their golfers anywhere on the course with the exception of the greens, so long as there is no delay in play. Note: Conversations with or suggestions from any other person is prohibited (First violation: warning. Second violation: 2-stroke penalty. Third violation: disqualification). Cheering/Encouragement is not considered a violation.
15. Participants displaying flagrant, rude or unsportsmanlike conduct will be penalized. The penalty for the first offense will be two strokes. Penalty for the second offense in the same competition will be disqualification. Flagrant, rude or unsportsmanlike conduct is throwing clubs, use of profanity, etc.

STATE QUALIFIERS AND STATE TOURNAMENT

1. The State Qualifier Tournaments will be set up regionally. We will try to rotate hosts for these qualifiers based on availability and location. The qualifier will have a host school that will provide a tournament director who is responsible for the administration of the qualifier golf tournament. The school selected to host the tournament shall be charged with the responsibility of providing a golf course for a one-day tournament.

2. Each qualifier will be an 18-hole tournament. If there is weather that affects playing 18, we will switch to a 9-hole qualifier. The State Golf Tournament will be an 18-hole event.
3. Each qualifier will use the Double-Par Pick-up Rule. The GAPPS Tournament Director will make that decision for the State Tournament.
4. All schools will be required to pay green fees for the Qualifier and State Tournaments for their participants.
5. Any golfer that finishes with a score of 95 or lower (at the qualifier tournament) will automatically qualify for state, regardless of team's advancement. The top 4 scores from each team will make up the team score. The top 6 golfers from each team will advance provided that their team score is equal to or less than 420 (18 hole). If your team does not hit these marks then they will not qualify for the state tournament.
6. At the Qualifier and State Tournaments, players should not put the totals on the score cards. The tournament director will total the score. The golfers must sign the scorecard as well as an opponent in their group.
7. If two teams tie, then co-champions and/or co-runner-up trophies will be awarded.
8. Top 6 Male and Top 6 Female will be awarded at State Tournaments. Qualifiers will award Top 6 per Division I and Division II.
9. It is the schools responsibility to pay for the golfers at both Qualifiers and State Competitions. Pricing will be sent out ahead of the competitions.

Section 10 – SOCCER

GENERAL INFORMATION

Unless otherwise documented in this manual, all soccer games will be played following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Soccer is a state championship event in each classification for boys and girls, and schools are aligned on a regional basis.
3. The official game ball for GAPPS shall be the Wilson Vivido. This ball shall be used for all GAPPS Hosted post season play.
4. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
5. Game results must be updated on MaxPrep Sports within 24 hours of the game ending or the school will be subject to a fine.
6. Game Incident Reports are due within 24 hours of the contest, and are to be submitted via the GAPPS electronic reporting program, “Incident Reporting Form”.
7. Girls Soccer Only - Girls shall be permitted to wear school colored shorts as a part of the white uniforms. Must still wear a white top and white socks.
8. The number of soccer matches allowed (not including state tournaments) shall be 25.
9. A student may not participate in more than three (3) halves of soccer per day except in a tournament setting, when a player may play two (2) full matches in a calendar day.

10. During regular season competition played between non-region opponents, there will be no overtime procedure invoked when regulation play ends with a tie score; unless both coaches agree and inform the match officials prior to the start of the match. During regular season competition between schools in the same region, and during state playoff competition, the GAPPS overtime procedure shall be invoked.
11. In accordance with the National Federation allowance for a state adoption, when there is a competitive imbalance between the teams the match will be shortened as follows:
    a. If a team is seven (7) or more goals down at the midpoint of the first half, that will be considered the end of the half, and the teams will play a twenty (20) minute second half.
    b. If a team is seven (7) or more goals behind at halftime, the second half will be restricted to twenty (20) minutes.
    c. When a team trails by ten (10) or more goals at halftime, the game will be terminated.
12. All soccer matches between schools from the same region must be played to completion. Matches that are interrupted by weather or mechanical difficulties will be replayed from the point of interruption unless the team that is behind chooses not to complete the match.
13. The use of WBGT for ALL Contests is mandated as follows:
    a. WBGT must be measured 15 minutes prior to the start of the contest, coaches and officials must be notified.
    b. If WBGT is equal or above 86.0 F, an ice immersion tub must be present and ready for use.
    c. If WBGT is equal or above 88.0 F, Referees will take a 3-minute hydration break at or near the midway point of each half (ball out of bounds / foul assessed or goal scored). Teams to the bench area during hydration break, no coaches are permitted on the field.

REGION AND STATE COMPETITION

1. Based on participation, GAPPS will determine the number of teams advancing from each region to the state playoffs. Schools are required to compete with each team in their region twice during the regular season. Regions must determine their seeding within the 25 Match playing limit.
2. All teams will be seeded for the State Tournament based on their region record. If there are any ties, then following will determine seeding for tied teams:
    a. Record against all teams in the tie.
    b. Goals allowed in head-to-head competition between schools that are tied.
    c. Goal differential in head-to-head competition between schools that are tied (maximum of three (3) goals per game).
    d. Goals allowed in all Region games.
    e. Goal differential in all Region games (maximum of three (3) goals per game). Note: When figuring “goals allowed” and “goal differential” in matches decided by penalty kicks, the winning team will have one (1) goal added to its game score and the losing team will have no goals added regardless of the number of penalty kicks that were made by either team.
    f. In any step of the tie-breaking process if a three-way tie is broken so that all ties are broken, that step determines the placements. If two teams remain tied after a step is completed, revert back to head-to-head record to break the tie. If the tie cannot be broken, move to the next step.

3. All rounds of the state playoff involve a single game elimination.

4. The higher seeded team, or the team designated as the host team on the predetermined brackets (if the teams are equal seeds) will host all playoff matches leading to the championship.
5. At the end of each day, both schools must report the results to the GAPPS website.
6. The responsibilities of the host team are to: (a) furnish game balls (b) notify the GAPPS office as to the arrangements for the playoff game.
7. In the event that two schools involved cannot agree on the arrangements for the game (dates, times, etc.), the league President will make a ruling to cover the situation.
8. In the event that a State Playoff game is suspended prior to becoming a legal game, it shall resume from the point of interruption on the next available date. If that date cannot be agreed upon by the competing schools, the league President shall determine the playing date.
9. For State competition, if the score is still tied at the end of the second overtime period, the penalty kick procedure will be used to determine the winner.
10. Overtime Procedure for region and state playoff games (non-region games can end in a tie if the teams are in agreement):
    a. The overtime will consist of two 5-minute periods.
    b. A coin toss shall take place to determine which team will put the ball in play for the first overtime period.
    c. If the score remains tied following the overtime periods, a "shootout" of penalty kicks will determine the winner.
11. Penalty Kick Procedure:
    a. The teams will go into a penalty kick "shootout" immediately after the two five-minute overtime procedure has taken place, if a tie score still exists.
    b. The head referee shall choose the goal at which the penalty kicks will be taken.
    c. Each coach will select any five eligible players (including goalkeeper) to take the kicks.
    d. A coin toss shall be held with the team winning the toss having the choice of kicking first or last.
    e. Teams will alternate kickers, and there is no follow-up on the kicks
    f. The defending team may change goalkeepers prior to each kick.
    g. Following the five (5) kicks from each team, the teams with the greater number of successful kicks will be given one point and declared the winner.
    h. If the same number of penalty kicks are successful for each team, each coach will select five different eligible players who will kick in a "sudden victory" situation. *(Note: Each team will have an opportunity to kick in each round of the "sudden victory" situation.)*
    i. If there is no "sudden victory" after the five kicks, keep repeating the process until a winner is determined.

SUB-VARSITY SOCCER

1. The number of soccer matches allowed (not including state tournaments) shall be 25.
2. All Middle School games consist of two 25-minute halves.
3. Mercy Rule
    a. If a team is seven or more goals down at the midpoint of the first half, that will be considered the end of the half, and the teams will play a twenty (20) minute second half.
    b. If a team is seven (7) or more goals behind at halftime, the second half will be restricted to twenty (20) minutes.
    c. When a team is ten (10) or more goals behind in the second half, the game will be terminated.

Section 11 – SOFTBALL

GENERAL INFORMATION

Unless otherwise documented in this manual, all softball games will be played following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Softball is a state championship event in each classification and schools are aligned on a regional basis.
3. The official game ball shall be the Wilson A9011 NFHS Leather Polycore Softball. This ball shall be used for all GAPPS hosted post season play.(https://www.wilson.com/en-us/fastpitch/balls/collegiate-high-school/nfhs-softball-polycore-12-in-leather-12-packl)
4. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
5. Game results must be updated on MaxPrep Sports within 24 hours of the game ending or the school will be subject to a fine.
6. Game Incident Reports are due within 24 hours of the contest, and are to be submitted via the GAPPS electronic reporting program, “Incident Reporting Form”.
7. The maximum number of softball games allowed (not including region or state playoffs) shall be: twenty-four (24) games either head-to-head competition or in invitational tournament games.
8. All varsity softball games shall be played with officially-dressed officials who are registered under the GAPPS plan for the registration of officials.
9. The assignment of officials for regular-season games, invitational tournaments, and any sub-region allowed in the 24-game limit will be made by the host school.
10. The host school has the responsibility of providing security escorts for umpires at all regular-season and postseason games.
11. The following rule “State Adoptions” has been approved for GAPPS play in softball.
    a. The game will end when:
        i. a team has completed three (3) turns at bat and is fifteen (15) runs behind.
        ii. a team has completed four (4) turns at bat and is twelve (12) runs behind.
        iii. a team has completed five (5) or more turns at bat and is eight (8) runs behind.
    b. The courtesy runner rule has been adopted. *(Note: Participation as a courtesy runner does not constitute entry into the game, and does not count as a game played.)*
    c. The use of a double first base is recommended.
    d. The suspended game rule will be used when:
        i. a game is stopped before it becomes a legal game, it is considered to be “no contest” and any replay will begin from the first inning.
        ii. a game is stopped after it becomes a legal game and a winner can be determined, the game is completed.

iii. a game is stopped after it becomes a legal game and a winner cannot be determined, any replay will begin from the point of interruption.

e. Termination of the game due to weather, unplayable conditions, or mechanical malfunctions:
   i. The umpires may halt play for up to two (2) hours when conditions do not allow play to continue.
   ii. The two-hour interruption(s) is cumulative.
   iii. The game must be terminated when the two-hour time period has elapsed. If the first game of a doubleheader is terminated, the second game will be postponed.
   iv. The two-hour period does not include time needed to prepare the field for the resumption of play.
   v. Umpires must wait for at least thirty (30) minutes before terminating a game for unplayable field conditions.

12. The tie-breaker procedure for extra-inning games will be used. At the beginning of the tenth inning (and all subsequent half-innings), the player who was the last batter in the previous inning is placed on second base and regular rules apply thereafter. The game continues until a winner is determined. *Exception: In Invitational Tournament games with a "time limit" in place, the tie-breaker would start in the subsequent inning.*
13. Only game-essential personnel are permitted within the confines of the team's dugout and shall be held to the same level of accountability as the coaching staff and players.
14. The use of WBGT for Softball Contests is mandated as follows:
    a. WBGT must be measured 15 minutes prior to the start of the contest, coaches and umpires must be notified.
    b. If WBGT is equal or above 86.0 F, an ice immersion tub must be present and ready for use.
    c. If WBGT is equal or above 88.0 F, Umpires will take a 3-minute hydration break at the beginning and mid-point of inning 3 and continue until the conclusion of the game.

STATE TOURNAMENT

1. Tie-Breaker Method:
   a. Percentage of head-to-head wins against tied teams.
   b. Least number of runs allowed between tied teams.
   c. Least number of runs allowed in overall region play.
   d. Mini game of five (5) innings.
   e. In any step of the tie-breaking process if a tie involving more than two teams is broken so that all ties are broken, that step determines the placements. If two teams remain tied after a step is completed, revert to head-to-head record to break the tie. If the tie cannot be broken, move to the next step.
2. For the First and Second Rounds, teams will play a best-of-three series at the site of the higher seed.
3. There will be a doubleheader on the first day and an "if" game on the second day.
4. The host team will be the home team in the first game, and the visiting team will be the home team in the second game. The higher-seeded team will be the home team for a third game, or a coin flip will determine the home team if both teams are equal seeds.

5. Umpires will be agreed upon by both teams in the early rounds and must be a GAPPS approved officials association. The State Finals umpires will be assigned by GAPPS.
6. Times posted with the brackets are approximate. Teams should be ready to take the field for play at the time indicated for each game.
7. The top team in each bracket uses the first base dugout unless a team is playing consecutive games on the same field.
8. Lineups should be submitted to the official scorer at least fifteen (15) minutes prior to the scheduled starting time.
9. Teams may not use game fields for batting practice.
10. All teams advancing to the Championship Finals shall be required to have all team bats inspected upon check-in at the championship venue.
    a. Bats that pass inspection will have an approved sticker placed on the bat.
    b. Bats that do not pass inspection will be confiscated and returned to the team at the conclusion of that team's final game.
    c. Bats found to be used in a game that do not have the approved sticker shall be confiscated and the offending player and head coach shall be restricted to the dugout for that game.

Section 12 – SWIMMING

GENERAL INFORMATION

Unless otherwise documented in this manual, all swim meets will adhere to the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association. Some exceptions are listed below.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Swimming is a state championship event in each classification and schools are aligned on a regional basis.
3. The beginning and ending dates for practice and competition are on the GAPPS sports calendar.
4. GAPPS swimming teams can participate in twelve (12) regular season meets.
5. NFHS Rules regarding uniforms (suits) must be observed. If swimmers wear a cap, it must follow NFHS guidelines. Each school should select a suit and cap to be worn by all swimmers during competition. No jewelry will be allowed except MedicAlert items.
6. Member schools are encouraged to host regular season meets. GAPPS will advertise meets on their website. Host schools for regular season meets are responsible for all aspects of the meet that will include all areas of the meet management, reporting results to GAPPS, and purchasing and issuing awards**.**
7. The host school will incur all costs including rental fee of facility as well as awards. Host schools may charge an entry fee. Host schools may also charge general admission per the GAPPS guidelines.

STATE MEET

1. The number of teams/individuals qualifying for the State Meet will be determined by GAPPS prior to the beginning of the season based on the total number of regions and teams

2. GAPPS will offer a State Champion at the Varsity level. Boys and girls will compete separately and awards will be given for 1st-8th place finishers in each event. The State Champion (boys and girls) will be based on total team scores.
3. GAPPS will appoint a Meet Director for the State Championship. The Meet Director will appoint any other personal needs.
4. GAPPS will set all qualifying times at the beginning of the season, if necessary.
5. Each school may enter four contestants in each event in which contestants compete as individuals.
6. A school may enter two (2) relay teams per school.
7. A swimmer may enter a maximum of five (5) events. The combinations are as follows: three individual events and two relays.

Section 13 - TENNIS

GENERAL INFORMATION

The United States Tennis Association (USTA) Rules of Tennis is the official guide of GAPPS. Visit www.usta.com. Some exceptions are listed below.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Tennis is a state championship event in each classification and schools are aligned on a regional basis.
3. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
4. GAPPS tennis teams can play in 18 regular season matches.
5. Scoring for the region regular season can vary from best-of-three sets to 8-game pro sets. Coaches should agree on how the scoring will be done before the match.
6. Each team in the region must schedule one regular season match against the other teams within the region. These matches can be used for seeding and qualification for the Team State Tournament.
7. During the regular season, a coach may choose to play an individual in both singles and doubles, but the second match will be considered an exhibition or a forfeit if it is one of the five lines.
8. An individual may participate in both singles and doubles during the regular season matches. In order to be eligible to participate in the region tournament, they will have had to participate in that line (singles or doubles) at least once during the regular season.
9. The State Team Tournament guidelines apply to regular season matches. A complete team for team tennis consists of five (5) lines and seven (7) players – three (3) singles players and two (2) doubles teams. A team can compete with less team members, but a minimum number of four (4) lines and five (5) players is required to be eligible for the State Team Tournament. Read the State Team Tournament section below for more details.
10. Coaches must use integrity in ranking players and cannot stack line-ups. It is not stacking to alternate players of relatively equal ability from match to match. It is not stacking if players alternate from singles to doubles and vice versa from match to match as long as players are ranked in order of ability.

11. All tennis coaches must keep a record of each singles and doubles team record during the season for Region Tournament seeding. Coaches should attempt to position players to play the same line against region opponents as much as possible. A player/team can only count those region matches played at the position in which he/she is entered in the Region Tournament. In order to be seeded, a player/team must have played two region matches at that line position. Read Region Tournament Seeding below for more details.
12. Team Score Reporting: Every team must report their team scores to the GAPPS website within one (1) business day of the event, or be fined $50.

REGION TOURNAMENT

1. The Region Tournament will be set up on a rotating basis among the schools within each region. The region can choose to use the same tennis facility but rotate the schools who host the tournament. A school is not required to host. The host school will provide a Tournament Director who is responsible for the administration of the region tennis tournament. The school selected to host the region tournament shall be charged with the responsibility of providing necessary facilities for a one-day tournament.
2. All region schools will be required to pay a fee for the rental of the facility.
3. Each school must furnish one (1) new unopened can of tennis balls for each singles player and doubles team. The winner of the match will keep the unused can and carry it to the next match. The loser will keep the open can.
4. There will be separate boys' and girls' competitions to determine individual champions at the Region Tournament. Each school may enter up to three (3) singles players and two (2) doubles teams for both boys and girls. An individual may not participate in both singles and doubles in the Region Tournament.
5. The individual champions are determined by the competition in the Region Tournament. The region will send the top singles and doubles teams in both girls and boys to the State Individual Tournament. The number of players qualifying for the state tournament will be determined by GAPPS at the beginning of the season based on the total number of regions and teams. Individual region awards will be given to the champions and runners-up in singles and doubles for both girls and boys.

REGION TOURNAMENT SEEDING

1. All region coaches can have input on seeding, but the final decisions are the responsibility of the Region Tournament Director and GAPPS.
2. All tennis coaches must keep a record of each singles and doubles team record during the season in an organized manner. This information must be submitted to the Tournament Director at least one (1) week before the region tournament. This information will also be submitted on the website during score reporting.
3. An individual/team may count only those matches that were played against region opponents and only those matches played at the position in which he or she is entering the region tournament. *(i.e. a #1 girls' singles can count only those region matches in which she played as the #1 singles.)*
4. To be seeded, an individual/team must have played two (2) region matches as described above unless the region does not have enough full tennis teams to compete in at least two (2) matches.

REGION TEAM TENNIS

Each region will select the method used to determine the Region Team Champions and Runner-ups prior to the beginning of the tennis season. The following methods are suggested:

1. Teams that have the best records in region tennis matches during the regular season. If there is a tie during the regular season, then the tied teams may use the point system at the region tournament to break the tie.
2. Teams that finish in the top two (2) at the region tournament using a point system (see below).

POINT SYSTEM

1. The following is a guideline for any region that chooses to use the point system to determine the region team champions: *(changes can be made to accommodate each region)*
    a. First-round winners receive one (1) point.
    b. First-round byes that win in the second round receive three (3) points.
    c. Second-round winners receive two (2) points.
    d. Semifinal-round winners receive three (3) points.
    e. Final- round winners receive four (4) points.
2. No points will be given for consolation matches for seeding 3rd & 4th place.
3. The team with the highest total points will be declared the Region Team Champions and the second highest will be the Region Team Runner-ups. In the event of a two-way tie, the two (2) teams will play head-to-head 8-game pro sets consisting of three (3) singles and two (2) doubles matches to determine the region team champions. In the event of a three-way tie, the three (3) teams will have a coin toss. The odd man out gets a bye and plays the winner of the other two (2) teams.
4. Region Tournament scoring can vary depending on the number of rounds. The following formats are suggestions:
    a. Best-of-three sets playing 6-game sets with a USTA 7-point tiebreaker procedure at 6-all.
    b. Best-of-three sets with the USTA 10-point tiebreaker procedure used in lieu of the third set.
    c. 8-game pro sets with win by 2 games with a USTA 7-point tiebreaker procedure at 8-all.
    d. Ad Scoring.
    e. The formats can change as players advance in the tournament. For example, the first round could be option C, the second round could be option B, and the final two rounds could be option A.
    f. If there are consolation matches for seeding 3rd and 4th place, then these matches will be 8-game pro sets.

STATE TOURNAMENT FORMAT

State Individual Tournament

1. The State Individual Tournament is for players who qualified from their respective Region Tournaments in singles and doubles for boys and girls. Only the players who qualified

through the Region Tournament may participate in the State Tournament. No substitutions or alternates can be used in the State Individual Tournament. Seeding will be based on how the players finished in the Region Tournament.

2. The individual champions are determined by the competition in the state tournament. Individual awards will be given to the champions and runners-up in singles and doubles for both girls and boys.

State Team Tournament

1. Each region will select the method used to determine the Region Team Champions and Runner-ups prior to the beginning of the tennis season. Read Region Tournament guidelines for more details. The number of teams competing in the State Tournament will be determined by GAPPS based on the total number of regions and teams.
2. The format for all rounds of the State Team Tennis Tournament will be three (3) singles and two (2) doubles matches. A team winning three matches (points) of the five possible (points) will be declared the winner. When one school has scored three (3) points, then any other matches will be stopped. Both coaches and the tournament director must confirm that three (3) points have been scored before any matches can be stopped.
3. In order to qualify for the State Team Tennis Tournament, a tennis team must have a minimum of four (4) lines and five (5) players – three singles and one doubles team. A team can compete with four (4) lines and six (6) players – two singles and two doubles teams. A team can only forfeit one line beginning with the lower positions. Exception: If a team began the State Team Tennis Tournament with the required amount, but lost a player due to sickness or injury, then the team can continue forfeiting two lines.
4. Coaches must honestly rank players in the proper order of ability. Singles players and doubles teams must be ranked in order and listed in proper position. No stacking of line-ups is allowed. Coaches are not required to play singles and doubles as they played in the State Individual Tournament. Playing order will be finalized 15 minutes before each match. Both coaches must fill out an Official Line-up Sheet.
5. The singles playing order will be #1 singles (best), #2 singles (next best), #3 singles (next best). The doubles playing order will be #1 doubles (best), and #2 doubles (next best). Coaches can make roster adjustments and insert different players into the playing order between rounds of the tournament as long as they are ranked in order. Line movement can occur if the other team has to forfeit a line. Alternates can be used during different rounds of the tournament as long as they are ranked properly and listed on the roster submitted to the tournament director.
6. The team champions are determined by the competition in the state tournament. Team awards will be given to the champions and runners-up for both girls and boys.

REGION AND STATE TOURNAMENT PLAY RULES:

1. GAPPS will provide a Tournament Director who is responsible for the administration of the State Individual and Team Tennis Tournaments. GAPPS will provide the necessary facilities for the tournament.
2. All coaches are requested to be present at the Tennis Center at a designated time for a coaches' meeting prior to the start of play. The Tournament Director will meet with all players after the coaches' meeting. Following the meetings, players will report to their assigned courts. It is important that all schools be on time for the coaches meeting. Any team or individuals arriving late for the tournament will risk a penalty or default.

3. All coaches will comprise a "games committee" and will assist the director in the overseeing of the tournament.
4. All rounds up to the Championship Round in the State Tournament will be 8-game pro sets with win by 2 games with a USTA 7-point tiebreaker procedure at 8-all. The Championship Round will be best-of-three sets playing 6-game sets with a USTA 7-point tiebreaker procedure at 6-all.
5. A player may play in only singles or doubles for Region and State Individual Tournaments. Substitution is not permitted once a match has officially begun. If an injury occurs during play that prevents a player from completing the match, that player defaults and the opponent is awarded the victory.
6. Each player(s) will have five minutes to answer the call for his/her match. Players are required to be on time or be penalized or eventually forfeit their matches. Region and State Tournament play is not on a set time schedule after matches begin. Play following the initial match is on the next available court. There will be continuous play throughout the day. It is not recommended that a player leave the tennis center area.
7. If a player(s) is tardy for the match, then the following penalties will be given:

5 Minutes	Loss of toss plus 1 game
10 Minutes	Loss of toss plus 2 games
15 Minutes	Loss of toss plus 3 games
>15 Minutes	Default

8. A 5-minute warm-up period will be given before each match. The Tournament Director will determine if additional time is necessary. Players arriving tardy to the match will forfeit their warm-up period. Players are to take all ice, drinks, towels, etc. on the court, and they are not allowed to leave the court unless they split sets. They will be allowed five (5) minutes off the court between sets.
9. Players should ask for assistance in administering tiebreakers. If a tie-breaking procedure is being used, a coach from a non-participating school may be used to help with the tie-breaking procedure if needed. If a coach from another school is not available, then both schools' coaches involved in the match should be used to direct the tie-breaking procedure.
10. At the Region Tournament and the State Individual Tournament, both players/teams are required to report the results and the ending time to the Tournament Director at the scoring table within five minutes of the conclusion of the match. At the State Team Tournament, both players/teams are required to report the results and the ending time to their coaches who will record the results on the Official Line-up Sheet and give it to the Tournament Director at the scoring table within five (5) minutes of the conclusion of the team matches. The Tournament Director is to note the ending time of the match on the bracket to give the allotted amount of rest time between matches.
11. All players will be allowed a 30-minute rest period between matches. The Tournament Director may allow for additional time up to 45-minutes if needed.

12. School coaches can only coach players after each odd-numbered game (90 seconds allowed). Players cannot leave the court during this time. Coaching is also allowed if players split sets (five minutes allowed). Coaching must not delay the match. Parents, fans, or personal non-school tennis coaches are not allowed to coach players at any time.
13. All players are expected to officiate the match fairly. Players may ask the Tournament Director to assign a neutral coach to officiate a match if they feel the match is being called unfairly by their opponent.
14. Unsportsmanlike Conduct: Profanity, obscene language, or unsportsmanlike conduct (throwing a racket, hitting balls into the net or fence in an unsportsmanlike manner, yelling at oneself or an opponent) will not be tolerated. First offense observed by tournament personnel or coaches will result in loss of game. Second offense will be disqualification. If a coach observes unsportsmanlike conduct, then he/she should stop the match. The coach must send for both schools' coaches & the tournament director who together will determine the penalty.
15. Teams should plan to "camp out" on the grounds and can bring tents to set up. Schools are responsible for providing lunch for their players and can bring coolers full of drinks and food.

SECTION 14 – TRACK AND FIELD

GENERAL INFORMATION

Unless otherwise documented in this manual, all track and field meets will adhere to the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association. In addition, GAPPS is partnering with GA Track & Field/Cross Country Coaches Association (GATFXCCA) to provide training and resources for coaches.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Track & Field is a state championship event in each classification and schools are aligned on a regional basis.
3. The beginning and ending dates for practice and competition can be found on the GAPPS sports calendar.
4. GAPPS track teams can participate in twelve (12) regular season meets.
5. Member schools are encouraged to host regular season meets. GAPPS will advertise meets on their website. Host schools for regular season meets are responsible for all aspects of the meet that will include all areas of meet management, reporting scores to the GAPPS, and purchasing and issuing awards.
6. Teams must participate in at least one (1) regular season track meet before the Region Track Meet. Anyone not having a qualified time or distance from a regular season meet cannot be seeded at the Region Track Meet.
7. Participants must wear a school-issued uniform. Relay teams will not be disqualified due to insignificant differences in uniforms. Otherwise, official track and field rules governing uniforms must be observed.
8. Musical devices of any kind are not allowed during competition.

TRACK AND FIELD REGION AND STATE MEETS

1. The number of individuals qualifying for the State Meet will be determined by GAPPS prior to the beginning of the season based on the total number of regions and teams.
2. The start time schedule and order of events will be distributed to each school participating in the meet prior to the start of the meet.
3. Each school may enter no more than three (3) contestants in each event.
4. An individual may participate in a maximum of four (4) events, including relay entries. Athletes may be entered as an alternate in relays (to exceed the four (4) events) but may still only compete in four (4) events.
5. Relay teams should list four (4) runners and four (4) alternates. No replacements may be made of the runners and alternates that qualified at the Region Meet. Any four of the eight listed may run in the event.
6. Medals will be awarded to the top eight (8) places in each event.
7. Trophies will be awarded to the teams that finish first and second in total points in the State Meet.
8. The High Point Athlete of the State Meet Award is given to an individual of each gender who compiles the highest point total.
9. Eight places will be scored in the State Meet:

1st Place	10 Points	5th Place	4 Points
2nd Place	8 Points	6th Place	3 Points
3rd Place	6 Points	7th Place	2 Points
4th Place	5 Points	8th Place	1 Points

10. There will be up to 16 track and field events for boys and girls. The the track events will be as follows:

Boys and Girls Track Events:

400 Meter Relay (4x100)
100 Meter High Hurdles (Girls 33")
110 Meter High Hurdles (Boys 39")
100 Meter Dash
1600 Meter Run
400 Meter Dash
300 Meter Hurdles (Girls 30", Boys 36")
800 Meter Run
200 Meter Dash
3200 Meter Run
1600 Meter Relay (4x400)

Boys and Girls Field Events:

Long Jump
Triple Jump
High Jump
Pole Vault
Discus-(Boys: 3 lbs 8.438 oz)(Girls: 2 lbs 3.274 oz)
Shot Put- (Boys: 12 lbs) (Girls: 8 lbs 13 oz)

MIDDLE SCHOOL TRACK AND FIELD

1. The number of individuals qualifying for the GAPPS Championship Meet will be determined by GAPPS prior to the beginning of the season based on the total number of regions and teams.
2. The start time schedule and order of events will be distributed to each school participating in the meet prior to the start of the meet.
3. Each school may enter up to two (2) contestants in each field event and up to three (3) contestants in each running event.
4. An individual may enter in one relay and a maximum of three (3) individual events. There are no limitations as to which three (3) individual events an athlete can enter.
5. Relay teams should list four (4) runners and two (2) alternates. Any four (4) of the six (6) listed may run in the event. Schools with two (2) relay teams in the same relay may list competitors on one (1) team as alternates on the other team. Medals will be awarded to the top eight (8) places in each event.
6. Trophies will be awarded to the teams that finish first and second in total points in the GAPPS Championship Meet.
7. The High Point Athlete of the GAPPS Championship Meet Award is given to an individual of each gender who compiles the highest point total.

1st Place	10 Points	5th Place	4 Points
2nd Place	8 Points	6th Place	3 Points
3rd Place	6 Points	7th Place	2 Points
4th Place	5 Points	8th Place	1 Points

8. Eight places will be scored in the GAPPS Championship Meet.
9. There will be up to 15 track and field events for boys and girls. The events will be as follows:

Boys and Girls Track Events

3200 Meter Run
400 Meter Relay (4 x 100)
100 Meter Low Hurdles (Girls-30") (Boys-33")
100 Meter Dash
1600 Meter Run
400 Meter Dash
300 Meter Low Hurdles (30")
800 Meter Run
200 Meter Dash
1600 Meter Relay (4 x 400)
800 Meter Relay (4x200) *Exhibition Event
3200 Meter Relay (4x800) *Exhibition Event

Boys and Girls Field Events

Shot Put (Girls-6lbs) (Boys-4kg)
Discus (1kg)
Long Jump
Triple Jump
High Jump
Pole Vault

Section 15 - VOLLEYBALL

Unless otherwise noted in this manual, athletic competition shall be governed by (NFHS) National Federation of High Schools as adopted and modified by (GHSA) Georgia High School Association.

GENERAL INFORMATION

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Volleyball is a state championship event in each classification and schools are aligned on a regional basis.
3. The official game ball shall be the Wilson K1 gold Volleyball. https://www.wilson.com/en-us/volleyball/balls/indoor-volleyball/k1-gold-volleyball. This ball shall be used for all GAPPS hosted post season play.
4. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
5. Game results must be updated on MaxPrep Sports within 24 hours of the game ending or the school will be subject to a fine.
6. Game Incident Reports are due within 24 hours of the contest, and are to be submitted via the GAPPS electronic reporting program, “Incident Reporting Form”.
7. ALL REGION varsity matches will be best-of-five set format with rally scoring to 25 points (no cap - win by two). The fifth and deciding varsity set will be played to 15 points (no cap – win by two).
    a. During non-region regular season play, if there is more than one match being played on the same day, the matches will be the best-of-three sets format (i.e. tri-matches, and tournaments). Single Matches in one day will remain best-of-five sets format. The third set in best-of-three and the fifth set in best-of-five will be played to 15 points (no cap – win by two).
    b. Non-region varsity matches can be best-of-three or best-of-five sets format.
8. Playing dates:
    a. Schools have a maximum of 25 playing dates regardless of whether or not it is a tournament format or head-to-head competition (each day of a tournament equals one playing date). Playoffs are not counted as part of the allotted playing dates.
    b. An invitational tournament is defined as three (3) or more schools competing in a single or double elimination format that leads to a champion being declared. The use of pool play is acceptable.
    c. The maximum number of days for an invitational tournament is two (2) days.

MISCELLANEOUS INFORMATION

1. In accordance with National Federation rules, the use of artificial noisemakers shall be prohibited.
2. Display of signs in the stands is not allowed during the regular season or postseason competition.
3. Competitors must stay in uniform while in the competitive area.

4. All Varsity Volleyball matches shall be officiated by at least one (1) officially-dressed volleyball official who is registered under the GAPPS plan for the registration of officials
5. In accordance with National Federation rules, teams may use multi-colored balls in the regular season and postseason competitions.
6. The host school will also provide a libero tracker along with an official book.
7. It is recommended that all home teams provide warm up volleyballs for their visiting opponent.

REGION AND STATE PLAYOFFS

1. ALL post season matches will be played as best-of-five sets format, this includes region tournaments and state playoffs/tournaments.
2. All teams will be seeded for the Region Tournament based on their region record. If there are any ties, the following will determine seeding for tied teams:
    a. Head-to-Head Record
    b. Head-to-Head- Total number of sets won
    c. Common Opponent (Non-region) – Each team must have played the common opponent an equal number of times for this tie-breaker to be considered. (win-loss only, no point differential)
    d. If the head-to-head set differential is the same and both teams agree, they can play another game to settle it or go to the next tie-breaker.
    e. Coin toss
3. The number of teams qualifying for the state playoffs will be determined by the GAPPS prior to the beginning of the season based on the total number of regions and teams. The state playoff games will either be at the higher seed, a host member school's gym, or a neutral site designated by the GAPPS. If two equally ranked seeds meet, the bracket will determine who will be the home team.
4. Schools may be asked to provide competent, responsible, trained adult scorekeepers and line judges for the Region and State Tournaments.

Section 16 - WRESTLING

GENERAL INFORMATION

Unless otherwise documented in this manual, all Wrestling Matches will be played following the rules published by the National Federation of State High School Associations as adopted and modified by the Georgia High School Association.

1. A GAPPS Coaches Certification is required to coach this sport, Coaches credentials must be displayed at all GAPPS sanctioned events. Information concerning the certification process can be found in section 2.40 of the GAPPS Manual.
2. Wrestling is a state championship event in each classification and schools may be aligned on a regional basis.
3. Beginning and ending dates for practice and competition can be found on the GAPPS calendars (https://gappsports.com/calendar).
4. Event Incident Reports are due within 24 hours of the contest, and are to be submitted via the GAPPS electronic reporting program, "Incident Reporting Form".

5. Freestyle and Greco Roman wrestling are considered to be the same sport as Folk Style (high school) wrestling and are subject to GHSA rules concerning illegal practices.
6. A school may enter its wrestling team in competition for twenty (20) playing dates, not including postseason competition.
    a. The maximum number of days for an invitational tournament is two (2) dates.
    b. A student may not wrestle more than five (5) matches per day. Forfeits do not count toward the daily match limit.
    c. Contestants must have 45 minutes rest between matches.
    d. A wrestler may wrestle in both a varsity and a sub-varsity match on the same day as long as that wrestler does not exceed the maximum number of matches allowed for that day.
    e. It is permissible for coaches to use “split squads” during the regular season. However, the use of split squads will count as two (2) of that school’s maximum allowed competitions.
7. A school shall not allow its team to engage in any interscholastic exhibition, practice, and/or scrimmage match, except for one (1) interscholastic scrimmage consisting of a Tri-match on a school night or a Quad-match on a non-school night format with officials registered with GAPPS.
    a. A practice shall involve only eligible students in the member school and their approved coaches. Participation by outside individuals constitutes an illegal practice.
    b. Wrestling matches in practice must be conducted in adherence with National Federation and GAPPS rules and will involve only eligible team members.
    c. Schools having contestants in the State Tournament may provide a teammate of comparable size to practice for the State Tournament.
    d. Weight classifications shall be determined by GAPPS each season.

STATE TOURNAMENT

1. Though GAPPS makes every effort to provide Weight Class opportunities as posted by GHSA, some weight classes may not be available based on participation.
2. Schools may make use of AES or Crossover classified students.
    a. There shall be no limit on the number of participating AES or Crossover students.
        i. AES or Crossover students shall be eligible to earn individual placement awards, however points awarded shall not be counted towards team totals.
    b. Team points shall be awarded only when an enrolled student who attends the participating member school has received points for the individual weight class participation.
3. There shall be no limit to the number of participants entering a weight class per school.
4. A participant's entry at the State contest shall be at the discretion of the school / coach.

FINE ARTS & ACADEMICS MANUAL

Section 1 - General Rules

Expectations for Schools

1. Student Eligibility can be found in the By-Law 1.00 of this manual.
2. Each school entering any Fine Arts or Academics event must submit an online roster for all students participating.
3. If an individual/ team qualifies for State and is unable to participate but doesn't inform the league within 48 hours of the State competition, there will be a $50.00 fee charged to the school. If more than 48 hours notice is given, the next team/ student will be moved up to State and the canceling school will not incur a fine.

Timed Events

1. A timekeeper will be provided for all timed events. The timekeeper will be in plain view of each contestant.
2. A stopwatch shall be provided for each timekeeper.
3. Cards will be used to let the contestant know when the minimum time limit has been reached and when they are within one minute of the time limit. The timekeeper will stand up and give an audible STOP when the time limit is reached.
4. If the contestant does not stop when the time limit is reached, there will be a point deduction.
5. There will be a written record of each contestant's time on the judge's evaluation sheet.

General Conduct

1. All Coaches must inform parents that they are only allowed to videotape their child.
2. Participants are not allowed to possess or operate any type of electronics in the performance and/ or competition areas.
3. School uniforms are appropriate and allowed for all events **except** One-Act Play and Literary.
    a. At One-Act Play and Literary, all students/ participants are not allowed to wear school uniforms and logos, and audience members are discouraged from wearing any clothing with school logo, so as not to unintentionally or unfairly bias the judges.

Performance Conduct

1. A Christ-like manner shall be exhibited in all presentations. A GAPPS staff member will be at every Region and State Event. There should be no lewd or sexual gestures nor any profanity in any event. If anything of this nature is presented, it can be an automatic disqualification for that participant(s).

2. Because of copyright laws, no music duplication will be permitted. A letter from the publisher authorizing duplication is acceptable. If the music is purchased via the internet from the publisher, it must include proof of purchase or a receipt.

Judging

1. In GAPPS Fine Arts Events, all schools will be identified by a number. No school's or contestant's names will be used until all judges' evaluation sheets have been turned in and tabulated.
2. Rules and evaluation forms will be sent to judges two weeks prior to Region and State Competitions.
3. Each contestant will be judged based on merit according to the points set out as essential for judging each particular contest.
4. All mistakes due to errors in arithmetic or made contrary to the rules of the contest and discovered before or after the decision of the judges, shall be corrected. Corrections in the Region and State Meets must be made within 48 hours of the meet.

Venues

1. Region venues must contain enough seating for ALL schools to observe performances at one time.
2. There may be a charge for admission for the audience members at regional competitions. State Championships may charge up to $10.00 per person.

Points, Trophies and Awards

1. First place and Second place advance to State in high school competitions.
2. Champion and Runner-Up trophies will be presented for all high school Fine Art events at the State Level.

Section 2 - Fine Arts

Chorus Festival

Middle School (Grades 6-8) and High School (Grades 9-12)

Choral Festival Categories

1. Middle School
    a. Small Ensemble: 6-16 participants
    b. Large Ensemble/ Choir: 17 and above participants
2. High School
    a. Small Ensemble: 6-16 participants
    b. Large Ensemble/ Choir: 17 and above participants

Hosting Information

1. The hosting venue must provide an appropriate performance setting, including safe choral risers, a spacious hall/ auditorium, a tuned piano in good condition and acoustics that lend well to choral activities.
2. GAPPS is responsible for providing payment to the judges.
3. Region venues must contain enough seating for ALL schools to observe performances at one time.

Student Participation

1. This event is for students in 6^{th}-12^{th} grade.
2. 6^{th}-8^{th} grade students should participate in the Middle School Division because of their vocal range and quality. However, 8th grade students are allowed to compete in the High School Competition.
3. 9^{th}-12^{th} grade students may only participate in only High School categories.

Music Selection

1. Selections should be two contrasting pieces, one sacred and one standard repertoire.
2. The songs should focus on a choral sound, rather than on solos. If the song includes a solo, it should not be the major portion of the song. Judges will use their discretion in this determination.
3. The songs must be sung in the language in which they are printed in the music provided for the judges.
4. All selections must be memorized.
5. There will be no soundtracks allowed, only live accompaniment *as indicated in the music* (two instruments at most). The intent is to highlight the choral sounds and not be distracted by the accompaniment.

6. All music must be from published material. Published is defined as a process whereby the sheet music is provided or distributed so that the public has access through purchase or public domain. For examples, please refer to the ACDA https://acda.org/ and GMEA https://www.gmea.org/ websites.
7. No alterations to the accompaniment are allowed.
8. No microphones may be used.
9. One original copy of music must be provided for each judge (usually 3). If it is a downloaded copy, proof of purchase must be included with the music.
10. **Please number measures to make it easier for the judges to score.**
11. No Chorus Director is allowed to be the accompanist.
12. Each school will supply their own accompanist.
13. A source for purchasing sheet music: http://www.jwpepper.com/sheet-music/welcome.jsp

Dress Code

1. Performance attire is up to each school. Dress should be appropriate for a concert setting. It may include a school uniform or traditional concert dress. The uniform may not have any clear identification of the school.
2. Cousin's Concert Attire has some great options https://www.concertattire.com/

Performance & Judging

1. Groups will have twenty (20) minutes to perform, with a warm-up immediately prior to their performance slot in a separate room that contains a piano.
2. Directors should hand an original copy of their music to each judge (usually 3).
3. **The measures must be numbered for the judges.**
4. The Directors will have the option to begin with a one minute balance check. This time is included in their twenty (20) minute time limit.
5. Scoring is based on a 100 point scale.
6. There will be an awards ceremony at the conclusion of the event.
7. Each group will receive a Festival Rating of Superior, Excellent, Good or Fair.
8. There will be an awards ceremony at the conclusion of the event where each group will receive a Festival Rating of Superior, Excellent, Good, or Fair.
9. The judges may be asked to stay until after the awards to discuss any comments notated on the score sheets with the school's director.

Chorus Director Etiquette

1. Upon entering the performance stage, make sure that your students are situated correctly on the risers and that the accompanist can see you.
2. Use none, any, or all of one minute to make sure that your balance between the choir and the piano is optimal. This can be accomplished by having a few measures of a separate piece prepared to sing while the piano accompanies.

3. Once you are prepared, turn and face the judges. Present your school, the name of the first selection, and the name of the composer/ arranger. Then, turn to your choir to begin the performance of that piece.
4. Upon completion of your first piece, turn to acknowledge the judges and wait for their signal. When they motion that they are ready for your second selection, introduce the name of the second selection and the name of the composer/ arranger, then turn to begin the performance of that piece.
5. Upon completion of your second piece, turn to acknowledge the audience and their applause. Appropriately indicate the accompanist and the members of the choir, and then have your choir immediately exit the stage.

Ratings and Definitions

1. *Superior* - Reserved for uncommonly exceptional groups that stand out as having performances that are nearly flawless
2. *Excellent* - Truly fine work, worthy of compliment and praise. Students are performing well.
3. *Good* - Performance demonstrates some good technical and musical achievements; however, improvement is needed to be considered excellent.
4. *Fair* - A moderate number of significant problems mar the desired positive effect of the performance.

Literary
High School (Grades 9-12)

General Rules for all Literary Events

1. A school may enter one student or one group per event.
2. There is no minimum number of events that a school must enter in the Region competition.
3. A student may only perform in two individual events and two group events for a maximum of four events.
4. In the Interpretation, Vocal, Instrumental, and Piano events, contestants must perform the same piece at both the Region and State competitions.
5. Each GAPPS region will determine a first through fourth place winner for each event. First and second place winners will advance to the State competition.
6. All judges will be asked to rank each contestant. Rankings will determine final placings in each event for the day. Points will be used as a tie-breaker.
7. Each school will earn points for first through fourth place winners in each event according to the following scale:
    a. 1st Place-7 points
    b. 2nd Place-5 points
    c. 3rd Place-3 points
    d. 4th Place-1 point
8. A champion and Runner-up trophy will be awarded at each region and the state event to the schools earning the most points for the day.
9. A league official or their appointee shall be at every region and state event.
10. **Performance Dress:** Students are encouraged to dress modestly for every event and at all times at Literary. No uniforms or any clothing that identifies their school should be worn. All clothing should be modest and appropriate for a church setting (no flip flops, crocs, or similar footwear) throughout the day. Please keep in mind that the stages are often elevated and judges and audience members are below the contestants.
11. **GAPPS Standards:**
    (A league official or their appointee can disqualify a performance for any violation)
    Recognizing that all we do should honor God, special care should be taken in all selections for content, language, characters, and gestures. Penalties may be incurred for violations at the discretion of the judges and GAPPS officials.
    Specific areas of concern:
    a. No graphic or lewd gestures towards other actors and/or the audience.
    b. No profanity should be used at all during ANY performance.
    c. No vulgar humor ever, and please watch/ minimize “low humor”
12. **Point Deduction Change**
    a. Automatic deductions for broken or unmet competition rules (ex. exceeding the time limit, failure to provide sheet music for judges, etc.) will now be taken in the tab room instead of directly by the individual judges.

   b. The judges will be given and asked to review a list of deductions to watch for in their competition. If any are present, they will note those on their score sheet.
   c. When the score sheets have been turned into the tab room, the tabulators will take the appropriate deduction(s) from the contestant's overall point total.

Interpretation-Dramatic, Humorous & Duo

1. Explanation**:** The art of interpretation is to be regarded as recreating the characters in the story presented and making them life-like to the audience.
2. Divisions**:** Separate contests will be conducted in Dramatic, Humorous, and Duo Interpretations. Each will be presented as memorized selections, without the use of objects, props, costumes, musical selections, hats, scarves, sound effects, etc.
   a. There are no gender restrictions on any competition divisions.
3. Re-Use**:** No contestant or school will be allowed to perform the same selection in consecutive years in GAPPS competition.
4. Plagiarism**:** In all interpretations, Coaches are encouraged to create a presentation of an original nature and should refrain from imitating a published performance such as one found on YouTube, etc. If a judge recognizes a piece that has been copied from a media presentation that participant will have points deducted.
   a. Judges will have 24 hours from Region Competition to look at YouTube and other video streaming sites to determine if there is plagiarism.
5. Disqualification**:** A league official or their appointee can disqualify a performance for any and all of the following:
   a. Profanity
   b. Graphic lewd gestures towards other actors and/or the audience
   c. Please pick a subject that could not be construed as awkward or uncomfortable for the opposite sex.

Definitions of a complete script:

1. A photocopy of every page from which any line of the cutting is taken. Pages are to be in the order in which they are performed.
2. All words used from the script should either be highlighted and all other words left untouched or all words not used crossed out and no highlighting is needed.
3. If the entire script is used, no highlighting is necessary.
4. Any word changes to eliminate profane language and any additions/subtractions for transition must be clearly marked.
5. **Proof of publication provided by the coach or supervising adult:**
   a. An original printed source with an ISBN#, ISSN# or IFFN#.
   b. If these options are not available, then proof that the material was obtained commercially from the author, literary agent or publisher or is publicly available and verifiable for download, purchase or use on the internet by any individual.
6. Failure to provide a complete script and/ or original published source can result in a disqualification.

Performance and Evaluation

1. Introduction**:** During the presentation, the contestant/ team must name the author and the book or magazine from which the cutting was made. Contestants may recite the title and author of the piece and give a brief introduction of the piece. In interpretation, the teaser must be from the same script or piece as the one being performed.
2. Narration**:** If the selection contains narration, either *or* both of the performers may present the narration. Narration, if included, should be vivid and animated so as to be an interesting and integral part of the story rather than just filler between portions of dialogue.
3. Focus**:** In both dramatic and humorous interpretation, the use of focal points and/or direct contact with the audience should be determined by the requirements of the literature being presented.
    a. In Duo Interpretation, focus may be direct during the introduction (the performers may look at each other), but must be indirect (not looking at the other contestant) during the performance itself. The performers may not touch each other at any time during the performance, nor make eye contact.
    b. Performance should be limited to the performance space and performers may not enter the audience at any time during the presentation.
    c. All contestants are required to maintain center stage at all times during their performance. (No "box" will be taped out, but "center stage" is understood to be in front of the judges. Guide lines will be marked on the stage to alert students to "center stage".)Movement is encouraged, but students should never move away from center stage during a performance. If the stage area is elevated then the performers should stay on the elevated part at all times (not moving to steps, etc.).
4. Evaluation of Performance:
    a. Contestants are evaluated on poise, quality and use of voice, inflection, emphasis, pronunciation, enunciation, physical expression and especially the ability to interpret characters correctly and consistently.
    b. The final test of good interpretation is the ability to use all of these factors so successfully and unobtrusively that the hearer forgets that this is a contest and in a created atmosphere is carried away to the time and place of the story being unfolded.
5. Order of Performances: At Region and State Competitions, numbers will be drawn at each individual event to determine the order of performance.
6. Timing**:** The presentation maximum is ten (10) minutes. There is no minimum time. Time cards will be used to let the contestants know how much time they have left.
7. Audience**:** Audiences will be permitted based on available space in the performance room. Once a performance has started, the doors will be closed and no further entrance will be allowed. There should always be a monitor in the room to maintain control of the exits.

8. Script Submission**:** Contestants will hand a copy of the original manuscript, the highlighted photocopy and a script submission form to the monitor of the event at Region and State in order to certify the script. No scripts will be given to the judges unless they ask for it at the end of the performance.
9. Judges**:** There will be two judges at each event.
10. Awards**:** Medals will be awarded to the contestants who place first and second in each event.

Selections

1. Sources
    a. Selections must be cuttings from published, printed novels, short stories, plays or poetry. No recorded material that is not published will be allowed. Monologues are acceptable in either interpretation.
    b. A cutting must be a single work of literature: one short story or one play or one novel or one or more poems from the same published volume. The original published source must be made available at the event as well as a complete script of the cutting used.
    c. The intention of oral interpretation is to interpret a written piece using the performer's voice. Therefore, selections should not be taken from works that are oral in their original format (ex. sermons, speeches, etc.).
2. Adaptations**:** Adaptations may only be used for the purpose of transition. The gender stated by the author must be honored. However, a female contestant may play a male role and a male contestant may play a female role.
3. Evaluation of Material**:** The selection should be judged for its appropriateness as contest material and its suitability to the particular contestant using it. The use of good literature should be noted favorably and a selection devoid of literary merit graded lowest. Scripts with universal appeal, literary merit and substance will be given more favorable consideration by the judges.
    a. It is the responsibility of the coach and participant to determine that the cutting that is being performed meets GAPPS content rules.

Piano

1. Each school may enter one (1) contestant.
2. Each contestant is allowed a one minute warm-up prior to their performance on stage.
3. Each host will provide a warm-up room with a tuned piano.
4. Each contestant is limited to a 10-minute performance. The time will begin after the first note is played and does not stop between selections.
5. If the contestant exceeds the 10-minute time limit, there will be an immediate three points deducted and then two points deducted for every five seconds over the time limit thereafter.

6. Contestants will choose two pieces from two different genres listed below. The pieces must be contrasting in style (tempo, mood, key, etc.). Music Submission Forms (found on the GAPPS website) may be submitted prior to competition to ensure adherence to this rule.
    a. Baroque
    b. Classical
    c. Romantic
    d. Patriotic
    e. Sacred/ Traditional Hymns
    f. Contemporary (includes Impressionism)
    g. Jazz (Note: Contestants will be judged on playing the piece **as written** in the sheet music)
7. Pieces will be played from memory. No sheet music is allowed on piano.
8. All music must be from published material that includes all mark-ups (rests, pedals, etc.). Contestants will be judged on playing the piece **as written** in the sheet music. Published is defined as a process whereby the sheet music is provided or distributed so that the public has access through purchase or public domain.
9. **Please number measures to make it easier for the judges to score.**
10. A contestant will not be allowed to play the same piece in consecutive years.
11. Contestants will provide a Music Submission Form (found on the GAPPS website) and 2 copies of each piece of music to the judges. ***Failure to do this will result in a five point deduction.*** One piece MUST be an original and the other can be a photocopy. The photocopy is considered a complimentary copy and MUST be destroyed after competition.
12. If only a photocopy of the music is being provided, the contestant must present a letter from the publisher authorizing duplication. Downloaded music will only be authorized with a proof of purchase.
13. Every contestant will only have one chance to perform.
14. Audiences will be allowed at this event.
15. There will be two judges for this event. The two judges will score and give written comments without discussing with one another and will hold all evaluation sheets until all contestants have performed.
16. Judges will score on the following:
    a. Accuracy (as determined by the sheet music): Notes, time value, pedals, etc. Contestants will be judged on playing the piece **as written** in the sheet music.
    b. Technique: Fingering, facility and appropriateness
        i. Judges should be in plain sight of pianists.
    c. Rhythm: Steadiness, tempo and freedom
    d. Interpretation: Understanding of composition, expression marks, contrast and general effort
    e. Presentation: Stage deportment, poise and stage personality
    f. Difficulty of piece

Instrumental (Strings, Brass, Woodwind) New for 2025 - 2026

1. Each school may enter one (1) contestant ***in the category*** of Instrumental.
2. Each contestant is allowed a one minute warm-up prior to their performance on stage.
3. Each host will provide a warm-up room.
4. Each contestant is limited to a 10-minute performance. The time will begin after the first note is played and does not stop between selections.
5. If the contestant exceeds the 10-minute time limit, there will be an immediate three point deduction and then two points deducted for every five seconds over the time limit thereafter.
6. Contestants choose two pieces from two different genres listed below. The pieces must be contrasting in style (tempo, mood, key, etc.). Music Submission Forms (found on the GAPPS website) may be submitted prior to competition to ensure adherence to this rule.
    a. Baroque
    b. Classical
    c. Romantic
    d. Patriotic
    e. Sacred/Traditional Hymns
    f. Modern (1900 - 2000)
    g. Contemporary - includes Impressionism (2001 - current)
    h. Jazz
7. Pieces will be played from memory. No sheet music is allowed.
8. All music must be from published material that includes all mark-ups. Contestants will be judged on playing the piece **as written** in the sheet music. Published is defined as a process whereby the sheet music is provided or distributed so that the public has access through purchase or public domain.
9. **Please number measures to make it easier for the judges to score.**
10. A contestant will not be allowed to play the same piece in consecutive years.
11. Contestants will provide a Music Submission Form (found on the GAPPS website) and two copies of each piece of music to the judges. ***Failure to do this will result in a five point deduction.*** One piece MUST be an original; the other can be a photocopy. The photocopy is considered a complimentary copy. It MUST be destroyed after competition.
12. If only a photocopy of the music is being provided, the contestant must present a letter from the publisher authorizing duplication. Downloaded music will only be authorized with a proof of purchase.
13. Every contestant will only have one chance to perform.
14. Concert dress for Instrumental Events will consist of the uniform worn by the student when performing concerts with their local school/ensemble.
15. Audiences will be allowed at this event.
16. There will be two judges for this event. The two judges will score and give written comments without discussing with one another and will hold all evaluation sheets until all contestants have performed.

17. Judges will score on the following:
    a. Accuracy (as determined by the sheet music): Notes, time value, etc.
       Contestants will be judged on playing the piece **as written** in the sheet music.
    b. Technique: Fingering, breathing, facility, and appropriateness
        i. Judges should be in plain sight of the contestant.
    c. Rhythm: Steadiness, tempo, and freedom
    d. Interpretation: Understanding of composition, expression marks, contrast, and general effort
    e. Presentation: Stage deportment, poise, and stage personality
    f. Difficulty of piece

Solo (Male & Female)

1. Each school may enter one (1) contestant of the appropriate gender in each category: Male Solo and Female Solo.
2. Each contestant is limited to a seven-minute performance. The time will begin after the first note is played and does not stop in between selections.
3. If the contestant exceeds the seven-minute time limit, there will be an immediate three points deducted and then two points deducted for every five seconds over the time limit thereafter.
4. Each contestant must perform two (2) contrasting (tempo, mood, key, etc.) pieces. One (1) selection MUST be from the genre list below. The other selection may be any piece, *any genre other than the genre of the first selection,* that is contrasting (tempo, mood, key, etc.) to the first selection.
   Genre/Repertoire categories (choose 1 piece)
    a. Art song
    b. Oratorio aria
    c. Operatic aria
    d. Broadway musical
        i. This **must be** from a professional theatrical staging of the musical. Songs only from the movie or television versions are not allowed. Songs included in both the film and stage versions are permissible, but the contestant should use the theatrical arrangement for their performance.
5. Songs must be sung from memory.
6. Songs should be original vocal solo compositions and not arrangements of instructional or choral pieces.
7. All music must be from published material. Published is defined as a process whereby the sheet music is provided or distributed so that the public has access through purchase or public domain.
8. **Please number measures to make it easier for the judges to score.**

9. Soloists can sing a capella or use an accompanist. Students may use recorded music **only if** they cannot find an accompanist. The recorded music **must** have only one (1) musical instrument, which must be the only instrument throughout the recording. Also, the school/student is responsible for providing the means to play and hear the recording. (Hosts will not be required to have audio capabilities.)
10. Contestants must provide a Music Submission Form (found on the GAPPS website) and two (2) copies of each piece of the music to the judges. One piece **must** be an original and the other can be a photocopy. The photocopy is considered a complimentary copy and MUST be destroyed after competition. ***Failure to do this will result in a five-point deduction.***
11. If only a photocopy of the music is being provided, the contestant must present a letter from the publisher authorizing duplication. Downloaded music will only be authorized with a proof of purchase.
12. No individual soloist will be permitted to perform the same piece in consecutive years.
13. An adult is expressly prohibited from "conducting" during any musical contest at the Region or State levels.
14. Audiences will be allowed during performances.
15. There will be two judges for this event. The two judges will score and give written comments without discussing with one another and will hold all evaluation sheets until all contestants have performed.

Female Trio

1. A Female Trio will be made up of three female vocalists and carry the following distinct parts:
    a. First soprano
    b. Second soprano
    c. Alto
2. Some vocal sections may be unison or duet, but the majority of the piece (51% or more) should involve singers having their own harmonizing part.
3. **The music given to the judges must be written in SSA. These pieces must adhere to copyright laws.**
4. **Please number measures to make it easier for the judges to score.**
5. Each trio is limited to an eight-minute performance. The time will begin after the first note is played and does not stop in between selections.
6. If the trio exceeds the eight-minute time limit, there will be an immediate three points deducted and then two points deducted for every five seconds over the time limit thereafter.
7. Two contrasting (tempo, mood, key, etc.) selections will be sung from memory, each of which shall be appropriate for a small group of singers. **At least one selection must be from one of the following categories.** The second selection may be from *any genre other than that of the first selection.*
    a. Art song
    b. Chorale
    c. Traditional folk or hymn

d. Madrigal
e. Broadway musical
    i. This **must be** from a professional theatrical staging of the musical. Songs from movie or television versions are not allowed. Songs included in both the film and stage versions are permissible, but the contestant should use the theatrical arrangement for their performance.

8. Trios can sing a capella or use an accompanist. Students may use recorded music **only if** they cannot find an accompanist. The recorded music **must** have only one (1) musical instrument, which must be the only instrument throughout the recording. Also, the school/student is responsible for providing the means to play and hear the recording. (Hosts will not be required to have audio capabilities.)
9. All music must be from published material. Published is defined as a process whereby the sheet music is provided or distributed so that the public has access through purchase or public domain.
10. Contestants will provide a Music Submission Form (found on the GAPPS website) and two (2) copies of each piece of the music to the judges. One piece **must** be an original and the other can be a photocopy. The photocopy is considered a complimentary copy and MUST be destroyed after competition. ***Failure to do this will result in a five-point deduction.***
11. If only a photocopy of the music is being provided, the contestant must present a letter from the publisher authorizing duplication. Downloaded music will only be authorized with a proof of purchase.
12. Choreography will be allowed; however, it will not be scored.
13. No trio (school) will be allowed to perform the same piece in consecutive years.
14. An adult is expressly prohibited from "conducting" during any musical contest at the Region or State levels.
15. Audiences will be allowed during performances.
16. There will be two judges for this event. The two judges will score and give written comments without discussing with one another and will hold all evaluation sheets until all contestants have performed.

Quartet

1. A Quartet may:
    a. consist of four male voices carrying distinct harmony parts (First Tenor, Second Tenor, First Bass, Second Bass) ***or***
    b. be a mixed quartet (two males and two females) with music written in SATB.
2. Some vocal sections may be unison or duet, but the majority of the piece (51% or more) should involve singers having their own harmonizing part.
3. The music given to the judges must be written in TTBB or SATB depending on the make-up of the quartet. These pieces must adhere to copyright laws.
4. Please number measures to make it easier for the judges to score.

5. Each quartet is limited to an eight-minute performance. The time will begin after the first note is played and does not stop in between selections.
6. If the quartet exceeds the eight-minute time limit, there will be an immediate three points deducted and then two points deducted for every five seconds over the time limit thereafter.
7. Two contrasting (tempo, mood, key, etc.) selections will be sung from memory, each of which shall be appropriate for a small group of singers. **At least one selection must be from one of the following categories.** The second selection may be from *any genre other than that of the first selection*.
    a. Art song
    b. Chorale
    c. Traditional folk or hymn
    d. Madrigal
    e. Broadway musical
        i. This **must be** from a professional theatrical staging of the musical. Songs from movie or television versions are not allowed. Songs included in both the film and stage versions are permissible, but the contestant should use the theatrical arrangement for their performance.
8. All music must be from published material. Published is defined as a process whereby the sheet music is provided or distributed so that the public has access through purchase or public domain.
9. Contestants will provide two (2) copies of each piece of the music to the judges. One piece **must** be an original and the other can be a photocopy. The photocopy is considered a complimentary copy and MUST be destroyed after competition. Failure to do this will result in a five-point deduction.
10. If only a photocopy of the music is being provided, the contestant must present a letter from the publisher authorizing duplication. Downloaded music will only be authorized with a proof of purchase.
11. Quartets can sing a capella or use an accompanist. Students may use recorded music **only if** they cannot find an accompanist. The recorded music **must** have only one (1) musical instrument, which must be the only instrument throughout the recording. Also, the school/student is responsible for providing the means to play and hear the recording. (Hosts will not be required to have audio capabilities.)
12. No quartet (school) will be allowed to perform the same piece in consecutive years.
13. Choreography will be allowed; however, it will not be scored.
14. Audiences will be allowed during performances.
15. An adult is expressly prohibited from “conducting” during any musical contest at the Region or State levels.
16. There will be two judges for this event. The two judges will score and give written comments without discussing with one another and will hold all evaluation sheets until all contestants have performed.

Extemporaneous Speaking

1. **Divisions:** Separate contests will be held for the United States division and International Division. Schools may enter 1 student per division.

    a. United States Division: Covers U.S. domestic and U.S. foreign policy.
    b. International Division: Covers the domestic affairs of foreign countries and the foreign affairs of all countries, including the United States.
2. **Topics:** The GAPPS office shall prepare a list of topics for both the Region and State Literary competitions on current national and international policies discussed in periodicals published since September 1 of the current school year.
    a. The current year and preceding year's debate topics will not be considered.
    b. GAPPS will release a list of broad topics two weeks prior to Region competition to assist participants in preparation for extemporaneous speaking events. **All** the competition questions will be related to the broad topics, and some broad topics may encompass multiple competition questions.
3. **Explanation:** The extempore speech should not be regarded as a memory test of the material contained in any one magazine article, but rather as an original synthesis by the speaker of the current fact and opinion on the designated topic as presented by numerous sources. The contestants therefore should be held accountable for strict adherence to the precise statement of the topic drawn and discounted severely for shifting to some other element of the topic on which they might prefer to speak. The information presented should be well-chosen, pertinent and sufficient to support the central thought of the topic. The best extemporaneous speech combines clear thinking, good speaking and interesting presentation to establish a definite thought with respect to the subject chosen.
    a. NOTE to Judges: Do not require contestants speaking on a controversial subject to take a personal stand on that issue. Students may do so, or may elect to present both sides of the controversy as currently set forth in the public press. Judge them on the effectiveness with which they develop the subject according to their own plan.
4. **Drawing:** At Region and State competition, contestants will draw for positions (1-8) to determine the order of performance. Thirty (30) minutes before the contest is to begin, the first speaker shall draw three topics, choose one and return the other two. The other contestants shall draw in like manner, in the order of speaking, at intervals of seven (7) minutes. The entire list of subjects shall be used for the drawing by each section.
5. **Preparation:** As soon as a topic is chosen, the contestant shall withdraw and prepare a speech without consultation and without reference to previously prepared notes. Students may bring and consult published books, magazines, newspapers and journals or articles there from, provided:
    a. They are originals or photocopies of the originals.
    b. That original article or copy is intact and uncut.
    c. There is no written material on that original or copy.
    d. Topical indexes without annotation may be present.

6. **Prohibited Materials:** Extemporaneous speeches, handbooks, briefs and outlines shall be barred from the extemporaneous preparation room. Underlining or highlighting in extemporaneous speaking will be allowed if done in only one color on each article or copy. No electrical retrieval device (i.e. laptops or electronic devices) may be used. Printed copies of information from "online" computer services may be used.

7. Electronically retrieved evidence used in any NFL contest must conform to the citation standard of the Modern Language Association (MLA). The contest manager should monitor the students during their preparation time to assure that there is no consultation and that only allowable materials are used.
8. **Notes:** Contestants may make notes during the preparation time and may use one (1) 3"x 5" notecard handwritten on the front only. This note card will be provided in the Prep Room and must be turned in to the judge after speech.
9. **Recusal:** Contestants shall not leave the preparation area until dismissed by the Proctor or Contest Manager. Consultation with any person other than the contest manager between the time of drawing and time of speaking is prohibited.
10. **Profanity:** No profanity is allowed when using a quote or any other time..
11. **Time Limit:** There is no minimum qualifying time for an extemporaneous speech. Do not penalize a contestant for brevity unless the student fails to adequately cover the subject chosen. Maximum time is seven (7) minutes. Time cards will be used to inform contestants of time remaining and stop time. There is no penalty for slight overtime (up to 30 seconds) to finish a sentence.
12. **Podium:** NO podium will be used or provided
13. **Audiences:** Audiences are permitted based on space available at the site. Once the performances have begun, audience members are not allowed to enter or exit the performance room during the performances. The contest manager or monitor shall have complete control over entry/exits during performances.
14. **Judges:** There shall be two (2) speech judges for this event. Judges shall sit apart during the presentations. They shall score and give written comments without conferring with one another or any other person. Judges shall hold all evaluation sheets until after all the contestants have presented.

Impromptu Speaking

1. **Entry:** Schools may enter 1 student regardless of gender.
2. **Explanation:** Impromptu is a public speaking event where students have seven minutes to select a topic, brainstorm their ideas, outline the speech, and finally, deliver the speech. The speech may be given with the use of one side of a 3X5 notecard given to the student during prep .The speech can be light-hearted or serious and uses an introduction, body, and conclusion. The speech can be based upon prompts that range from proverbs, abstract words/concepts, events, quotations, famous people, Bible, History, Pop Culture, etc.

3. **Topics:** The GAPPS office shall prepare a list of general topics for both the Region and State Literary competitions. Each student will have the same. GAPPS will release a list of exact topics to be used two weeks prior to Region competition.
4. **Drawing:** At Region and State competition, contestants will draw for positions (1-8) to determine the order of performance. The student will be in the same room as the judges during their draw. The student will pull 3 topics from the envelope handed out by a monitor. The student will then determine their topic.
5. **Timing:** The student has a total of 7 minutes for drawing and preparing their speech. At the end of 7 minutes the monitor will require the student to start their speech.
6. **Recusal:** Contestants shall not leave the preparation area until dismissed by the Proctor or Contest Manager. Consultation with any person other than the contest manager between the time of drawing and time of speaking is prohibited.
7. **Profanity:** No profanity is allowed.
8. **Time Limit:** There is no minimum qualifying time for an impromptu speech. Do not penalize a contestant for brevity unless the student fails to adequately cover the subject chosen. Maximum time is seven (7) minutes. Time cards will be used to inform contestants of time remaining and stop time. There is no penalty for slight overtime (up to 30 seconds) to finish a sentence.
9. **Podium:** NO podium will be used or provided.
10. **Audiences:** Audiences are permitted based on space available at the site. Once the performances have begun, audience members are not allowed to enter or exit the performance room during the performances. The contest manager or monitor shall have complete control over entry/exits during performances.
11. **Judges:** There shall be two (2) speech judges for this event. Judges shall sit apart during the presentations. They shall score and give written comments without conferring with one another or any other person. Judges shall hold all evaluation sheets until after all the contestants have presented.

One-Act Play

High School (Grades 9-12)

Considerations for One-Act Plays

1. 9th-12th grade students are allowed to compete.
2. Schools will be divided by 9th-12th enrollment numbers for Class-A & Class-AA.
3. A schedule for unloading will be provided by the GAPPS League Office prior to the State competition.
4. Schools will have 15 minutes from the time the previous school clears the wings until they should be ready to begin.
5. Spiking the stage (adding tape or another form of marking) is prohibited.
6. Microphone use by speakers or singers on stage is prohibited.
7. Oral critiques will be given at Region for the top two schools moving on to State. No oral critiques will be made at the State competitions.
8. Videotaping is permitted only with advanced knowledge and approval of the Event Coordinator or Director. Should permission be granted to videotape, it may only be done with one's own contestant(s) or school. Videotaping of another school's performance is strictly prohibited.

GAPPS Standards:

A league official or their appointee can disqualify a play for a violation. Recognizing that all we do should honor God, special care should be taken in all selections for content, language, characters, costumes, and gestures. Penalties may be incurred for violations at the discretion of the judges and GAPPS officials.

Specific areas of concern:

- **a.** No graphic or lewd gestures towards other actors and/or the audience.
- **b.** No profanity should be used at all during ANY performance.
- **c.** No vulgar humor ever, and please watch/minimize "low humor"
- **d.** Please be especially vigilant for dialogue that takes the Lord's name in vain by using it in a flippant or exclamatory manner (ex. "Oh my God!", "OMG!"). If such wording exists in the script you are using, please replace it with a more appropriate substitute. Directors, if you have scenes involving non-scripted/improvised reactions from performers, please work with them in your practices to make sure they are not using this type of language in their reactions. Any instances in a performance will, at minimum, result in a warning at the Region level and a penalty at the State level.

Contest Rules

1. Schools may enter a cutting or abridgment of a play as their One-Act Play selection. There will be NO musicals allowed.

2. Proof of performance rights and payment of royalties must be submitted to the Region Literary Chair prior to the Region One-Act Play Competition. Schools performing a cutting or abridgment of a play must also provide written permission from the publisher to cut the play. No play will be allowed to perform without proof of royalties and/or rights paid. GAPPS shall in no way be responsible for any faults that may occur with rights and/or royalties.
3. Schools performing original scripts or plays in the public domain shall be exempt from the rule regarding rights and royalties.
4. No school shall be permitted to perform the same play selection as that school performed in the year directly previous.
5. Schools should choose scripts with universal appeal, literary merit and substance.
6. Each school will be given 55 minutes to set-up, perform and strike its production. Any play which exceeds the above time limit will have points deducted. 5 points will be deducted for every minute or partial minute the group goes over the 55 minutes.
7. Schools will submit a cast list (found on the GAPPS website) with names, characters, and character descriptions to a GAPPS official on the day of both Region and State competitions.
8. There are no restrictions on costumes, properties and scenery. Properties are defined as any handheld items used on stage apart from the scenery. Scenery is defined as the physical structures used to stimulate an environment set forth in the play, including furniture, platforms, wagons, flats, etc.
9. **Prohibited elements:**
    a. Anything that would require being attached to the curtain or back of the stage wall
    b. Open flames
    c. Significant amounts of water or another liquid (If one paper towel can't clean it up easily, it's too much liquid.)

10. Timing will be as follows:
    a. One student will step onto center stage and announce the school number (order), the name of the play, and an audible "Start Time." The actors may then begin placing items on the stage.
    b. Once the play has concluded and the stage is cleared, the student will then step back onto center stage and give an audible "Stop Time". The curtain must be open to ensure all materials have been removed.
    c. This time will be recorded on the judge's evaluation sheets.
11. No ineligible person or adult shall be visible on stage, in the acting area as part of the production nor shall offer conspicuous direction once the school's number has been called. This also includes no directors on stage in the acting area to start or stop the play. An adult may be an accompanist on a musical instrument if that person is off stage. An adult may be the lighting and/or sound person.
12. If a play is disqualified by GAPPS during competition, the school will incur a fine of $50.00 from GAPPS.

Judges

1. There shall be three (3) judges for this event.
2. Judges shall sit apart during the performances. They shall score and give written comments without conferring with one another or any other person. Judges may discuss individual, group and production awards after all performances have been completed and team score sheets have been turned in for tabulations. Judges may confer to choose best actor/actress. In cases of clear inconsistencies in scores, the judges will be allowed to confer to decide on the final rankings. The decision to allow for conferencing will be at the discretion of the GAPPS Fine Arts director.
3. Judges shall hold all evaluations sheets until after all schools have performed. The League Official will total the evaluations at the end of all performances. The rankings must be in line with the total scores. The rankings will be averaged for placement.
4. Judges shall avoid contact with directors or cast members until after all schools have performed.
5. A league official or their appointee will be at every region and state event.

Awards

1. The winner and runner-up in Region and State competitions will be determined by the judges' rankings. Judges are asked to match their scores to their rankings (i.e. highest point score gets the #1 ranking and so forth.)
2. Champion and Runner-Up trophies will be presented at Region and State.
3. At the Region level, medals will be awarded to the five (5) Best Performances regardless of gender.
4. At State competition, an All-State Cast of up to ten (10) actors will be selected consisting of 1 actor from each play plus 2 actors at-large, regardless of gender. These students will receive medals.

MS One-Act Festival

Middle School (Grades 6-8)

General Festival Rules

1. Schools may enter a cutting or abridgment of a script as their One-Act selection. Musicals are allowed as well as comedy and drama or other genres. Schools should choose plays with universal appeal, literary merit, and substance. *Please, no social awareness plays.* This should be a fun, engaging, learning experience for all students.
2. Proof of performance rights and payment of royalties must be submitted to GAPPS prior to performing. Schools performing a cutting or abridgment of a script must also provide written permission from the publisher to cut the script. No play will be allowed to perform without proof of royalties and/or rights paid. GAPPS shall in no way be responsible for any faults that may occur with rights and/or royalties.
    a. Schools performing original scripts or plays in the public domain shall be exempt from the rule regarding rights and royalties.
3. No school shall be permitted to perform the same selection as that school performed in the year directly previous.
4. Schools should choose scripts with universal appeal, literary merit, and substance. Please no social awareness plays. This should be a fun, engaging, learning experience for all students.
5. Each school will be given 45 minutes maximum to perform. (Set up and striking of the stage are not timed).
6. After performing, schools will strike the stage and then attend a conference with the judges.
7. There are no restrictions on costumes, properties, and scenery. Properties are defined as any handheld items used on stage apart from the scenery. Scenery is defined as the physical structures used to stimulate an environment set forth in the play, including furniture, platforms, wagons, flats, etc.
8. **Prohibited elements:**
    a. Anything that would require being attached to the curtain or back of the stage wall
    b. Open flames
    c. Significant amounts of water or another liquid (If one paper towel can't clean it up easily, it's too much liquid.)
9. No ineligible person or adult shall be visible on stage in the acting area as part of the production nor shall offer conspicuous direction once the school has introduced their play. This also includes no directors on stage in the acting area to start or stop the play. An adult may be an accompanist on a musical instrument if that person is off stage. An adult may be the lighting and/or sound person. Adults may help set the stage before the performance and strike the set after the performance is over.

Timing/ Order

1. The day will run as follows:
    a. Each school will have about 15-30 minutes to set up, walk the stage, and get tech information.
    b. When ready, one student will step onto center stage and announce the school number (order), the name of the play, and an audible “Start Time.” The play should then begin.
    c. Once the performance has concluded the student will then step back onto center stage and give an audible “Stop Time”. This time will be recorded on the judge’s evaluation sheets. The school may then strike the stage and attend a conference with the judges.
    d. The next school will then begin this process with their 15 - 30 minutes moving through each phase as outlined above.

Judges

1. There shall be three judges for this event.
2. Judges shall sit apart during the performances. They shall score and give written comments without conferring with one another or any other person. They will then conference with the students and directors to give suggestions for positive constructive criticism.
3. The judges will confer to give each play a rating conferred with a plaque at the conclusion of the festival.

Ratings and Definitions

1. *Superior* - Reserved for uncommonly exceptional groups that stand out as having performances that are nearly flawless
2. *Excellent* - Truly fine work, worthy of compliment and praise. Students are performing well.
3. *Good* - Performance demonstrates some good technical and musical achievements; however, improvement is needed to be considered excellent.
4. *Fair* - A moderate number of significant problems mar the desired positive effect of the performance.

Visual Arts

Elementary School (Grades 1-5), Middle School (Grades 6-8), and High School (Grades 9-12)

Entry and Student Eligibility

1. Schools may enter a maximum of four (4) pieces per category.
2. Students may only enter one (1) piece per category, but may enter all categories in their division.
3. The competition will be divided into elementary (grades 1-5), middle school (grades 6-8), and high school (grades 9-12). Eighth graders may enter their piece in only one division. Elementary and middle school will only compete at the Region level (no State competition).

Category

1. **Black & White Photography:** Black & white and sepia (12" x 24" max size)
2. **Color Photography:** Color, digital, etc. (12" x 24" max size)
3. **Painting**: Oil, water, acrylic, etc. (16.5 sq. feet max size)
4. **Sculpture**: Three dimensional ceramic, clay, metal, papier-mache, plaster, soapstone, wood, etc. (max height of 6' tall including pedestal, no more than 4' wide) This should be a piece of art, **not** a craft!
5. **Pencil/Charcoal Drawing:** Black & white only (inclusive of paper color); pencil, charcoal, pen, & ink (18" x 24" max size)
6. **Color Drawing:** Color only: pencil, charcoal, pastels, pen & ink (18" x 24" max size)
7. **Mixed Media:** A combination of any of the processes above
8. **Printmaking:** Entries may be any form of creative prints, including, but not limited to, block print, monoprint, collagraph, serigraph, intaglio, or lithograph. (24" x 36" max size)
9. **Expressing Faith Through Art:** Can be presented in any discipline. Students will create a piece from any of the above categories which they feel is a demonstration of their faith.
    a. Note: Everyone's faith is expressed in many different ways, thus the artist's statement will be used heavily in the judging process. We do not want to stifle someone's faith, but coaches should not just use this as a catch-all category. There should be real meaning behind the work.
10. **Digital Illustration:** *(High School only)* Compositions rendered directly on the computer, starting with a blank workspace. Photos can be used as references, but must not be part of the finished work. (24" x 36" max size) This must be original in concept and work. Storyboard must be included with your Artist Statement.
11. **Graphic Design:** *(High School only)* Art with a commercial purpose, including but not limited to posters, album/CD covers, book jackets, programs, brochures, logos, business cards, advertisements, etc. Copies of previously existing work will not be accepted. Entry purpose should be indicated on the judge's evaluation form. Do NOT use copyrighted material! (24" x 36" max size) Pieces must be mounted to black or white foam core and trimmed to size. If digitally created, the storyboard must be included with your Artist Statement.

12. **Reproductions:** This can be any medium (just like Expressing Faith) (18" x 24" max size). This category allows students and teachers to showcase talent that is not original to the artist, but is excellent work and worthy of recognition. We recognize that this is a valid teaching method and we encourage that, but we MUST keep the rest of the competition free from works that are not original to the student. This the original artwork from which the student copied should be presented in a photograph (color or b/w) attached to the Artist Statement. The Originality portion of the rubric will not be scored.

General Rules

1. Hosts should get judges with a variety of art medium backgrounds. (Each event will strive to have a total of six judges)
2. Knowing that art is very subjective, please be careful of students' content that no works are obscene, sacrilegious, or lewd in any way. Absolutely no obscene material of any kind; use of obscene or sacrilegious material will cause an automatic disqualification
3. No special lighting is allowed in/on exhibit (unless integrated into a sculpture or mixed media piece.)
4. Mat and faux mats are acceptable. No frames are allowed.
5. Projects may be started on June 1 or later of the upcoming school year and must be certified as original works by the school Art Teacher.
6. Artwork may include quotes, words, or phrases. However, be cautious that they are not the focus of the piece.
7. Multiple students may collaborate on a piece. Only one ribbon will be awarded to the piece. And the collaboration counts as each student's entry in that category.
8. The **student** must complete the Artist Statement Form (found on the website) which is to be signed by the teacher certifying that the artwork was completed by the student. The Statement is to be in the handwriting of the student (students below third grade may dictate their responses to the teacher). This Statement is weighed heavily by the judges and is included on the judges rubric.
9. Submitted artwork must be original work created by the student. By participating in the GAPPS Visual Arts Competition, students and teachers agree to the GAPPS terms. Even if you have permission to use a work or if the work is in the public domain, the work that you submit to GAPPS must represent a new, original work.
    a. If a submitted work is found to have been copied from another artist or is plagiarized, the work will be disqualified from the GAPPS competition.

How Do I Know If My Work Is Original?

Below are some guidelines from the Scholastic Art and Writing Awards website. (https://www.artandwriting.org/awards/how-to-enter/copyright-plagiarism/)

An original work is one that is new and different from what others have created. This means that you are the author of the work, and the work is not copied from someone else's original work. Even if there is no exact or literal copying, but the average person may notice substantial similarities between the submitted work and the source material, it is possible that the work is not considered original and should not be submitted to the Awards.

We understand that artists and writers sometimes create work that references other artists, writers, and popular culture in original and meaningful ways. If your work transforms some sort of source material, then it may be considered original.

We define transformative work as a new work that adds value, substantially changes, comments on, or gives a new expression or meaning to the source. If the submission uses another artist or writer's work as raw material and transforms the original work by bringing new insights and understandings to the piece, it may be submitted to the Scholastic Awards.

Here are some examples of work that should not be submitted:

1. A pencil drawing that directly copies a portrait that was taken by another artist is NOT transformative.
2. Changing the medium or visual style of another artist's work is NOT considered transformative. For example, a painting or drawing of a photograph taken from the internet or a magazine is not considered original and should not be submitted.
3. Creating a painting or digital artwork based on a photo that was taken by someone else does NOT make the work transformative.
4. Cropping or resizing an image that a friend created or that you found on the internet does NOT make the work transformative.
5. *Fan art (such as a painting or drawing of an actor, musician, or preexisting character) or fan fiction is NOT considered original work and should not be submitted.*

These examples are simply for guidance and they are not meant to represent all instances of non-transformative work.

If you have any doubt about whether a submission is original, we advise that you choose not to submit that work.

COPYRIGHT & PLAGIARISM PROTOCOL

TIPS FOR PREVENTING COPYRIGHT & PLAGIARISM VIOLATIONS

Educators and students are responsible for educating themselves on copyright and plagiarism issues. This page is only a guide. There is no formula for creating an original work.

For both visual and written submissions, always cite all sources, whether the source is protected by copyright or not.

No percentage of a source can be safely assumed to render a work original.

Educators: if a classroom assignment involves any copying of another artist's work, even if it's just for the purpose of practicing and learning, please direct students not to submit these works.

The Alliance for Young Artists & Writers uses the following definitions for Copyright and Plagiarism: Copyright is a form of legal protection prohibiting others from copying one's creative work without permission. A copyright is a property right. Copyright law grants the creator of an original work the exclusive rights for its use and distribution.

Plagiarism is an ethical violation resulting from failure to cite sources and engaging in the act of passing someone else's work or ideas off as one's own. This applies even if you have only copied a part, rather than the whole, of another's work.

Trophies & Awards

1. Ribbons will be awarded for the top four pieces in each of the six categories in each division (ES, MS, HS) in each Region. Only the top four in each of the twelve categories (48 pieces per region) in the HS division will advance to state.
2. Points will be awarded in each division as follows:
    a. 1st Place- 7 points
    b. 2nd Place- 5 points
    c. 3rd Place- 3 points
    d. 4th Place- 1 point
3. The school with the most points in each division (ES, MS, HS) at Region and State will be awarded a first place trophy and the school with the 2nd highest points will be awarded a runner-up trophy.

Section 3 - Academics

GAPPS Elementary Academic Day

Elementary School (Grades 1-5)

Quiz Bowl, Spelling Bee, and Math Bowl

1. One day event
2. Region event only

Format of the day

1. Morning (*these events will run concurrently)*
    a. Math Bowl (Team event grades 3-5)
    b. Oral Spelling Bees (grades 1-5)
2. Lunch Break
3. Afternoon
    a. Quiz Bowl (grades 3-5)

Elementary Math Bowl (Grades 3 - 5)

1. A school may send a team of four (4) students from each grade (3rd, 4th, & 5th).
2. The students will take two (2) grade-appropriate tests, allowing thirty (30) minutes per test with a short break between the two.
3. Medals will be awarded to the first and second place individual scorers from each grade. The first and second place teams will also receive medals.
4. Individual and team event for grades 3-5 consisting of two (2) rounds.
    a. Round 1: Individual Quiz
        i. Each student will take the same individual quiz (twenty questions). Students will have thirty minutes to complete the quiz. This must be done individually with no communication between students and coaches at all.
        ii. The individual quiz will be a combination of computational and reasoning questions.
    a. Correct answers will score one (1) point each. The average of the top three (3) scores from each team will count in the overall score.

Round 2: Team Quiz

i. The four-student team will be given twenty problems to solve. They will have thirty minutes in which to complete the quiz. The team may work together or separately to solve the problems, but only one (1) answer sheet per team will be turned in.

ii. The team quiz will consist mainly of reasoning questions. Complex computation may also be included.
iii. All answers will be turned in on an "Answer Sheet" with the team's name clearly written on it. All work should be stapled to the back of the answer sheet.
iv. Correct answers will earn one (1) point each. No partial credit will be given.

- Medals will be given to:
- the highest individual scorer per grade and
- the first and second place team per grade level.

Elementary Quiz Bowl

1. **Teams**
   a. Teams will consist of a minimum of three (3) students, with a maximum of five (5) competing at a time.
   b. Teams are allowed to make substitutions at halftime.
   c. For an extra fee and with permission from the GAPPS Fine Arts and Academics Director, a school may have an additional Quiz Bowl team as long as the first team has at least five (5) players. Players cannot switch teams during the tournament.
2. **Matches**
   a. There will be twelve (12) toss-up questions per round, plus a two-part bonus question for each correctly answered toss-up. If bonuses are answered incorrectly, they will be bounced back to the other team for an opportunity to answer.
   b. Competitions will be set up as round robins, unless otherwise stated.
   c. Each round will generally last 25-30 minutes.
3. **General Rules**
   a. Each team will supply their own buzzer system at Region.
   b. Buzzer systems can be found at: www.andersonbuzzersystems.com/productoverview.html
   c. GAPPS will purchase all Region questions and supply Region hosts with the questions and format.
   d. Score checks will be made at halftime. Each coach/team captain may request one additional score check per round.
   e. Cell phones or other electronic devices are to be turned off by all players, spectators and coaches during competition.
   f. Reference books, calculators, etc. are not permitted during competition.
   g. Each school will supply their own paper and pens/pencils for competitions.
   h. At no time will opponents display any unsportsmanlike conduct towards each other. The Moderator will deduct ten (10) points after the first warning to the team displaying the unsportsmanlike conduct.
   i. Study questions can be found at: www.naqt.com/YouGottaKnow

4. **Toss-up Question Procedures**
    a. Players from either team may answer the toss-up questions.
    b. Players must buzz in within five (5) seconds of the end of the question being read, unless it is a math computation question, in which case, players must buzz in within fifteen (15) seconds of the end of the question.
    c. Players have three (3) seconds to answer once the Moderator has recognized them.
    d. Toss-up questions are only read once.
        i. If a completed toss-up question is answered incorrectly by the first team, the opposing team may still buzz in within five (5) seconds and attempt to answer.
        ii. If a toss-up question is interrupted and answered incorrectly, the reader will pick up at a logical place and finish the question for the opposing team only.
        iii. No points will be subtracted if the interrupted toss-up question is answered incorrectly.
    e. There will be no pauses or breaks allowed while answering a toss-up question.
    f. On toss-up questions, players may only engage in non-verbal, non-written conferencing with teammates only (no spectators, alternates, coaches) as long as it does not involve conveying the answer.
    g. If the Moderator accidentally provides the correct answer on a toss-up question after the incorrect answer is given, that toss-up question will be eliminated and another toss-up question will be given to the opposing team only.
    h. A player may give two pieces of information in relation to the “creator-creation” rule.
        i. Example: *The Great Gatsby* is one answer; *The Great Gatsby by F. Scott Fitzgerald* are two answers and is correct according to the rule.
    i. Each toss-up question is worth ten (10) points.

5. **Bonus Question Procedures**
    a. When answering a toss-up question correctly, the team earns the first opportunity to answer a two part bonus question.
    b. Players on both teams may consult one another during bonus questions for five (5) seconds, unless it is a math computation question, in which case, fifteen (15) seconds is allowed.
    c. Each part of the bonus question will be read only once and will be answered before moving on to the next part of the question.
    d. Team captains will answer bonus questions unless the captain designates another team member to answer, but answers must still be given within the five-second time limit.
    e. If someone other than the team captain is giving an answer without the captain’s permission, the Moderator will look directly at the captain and ask for an answer. If someone hits the buzzer, it will still be up to the captain to answer.

f. Each bonus part answered incorrectly or not answered by the team earning the bonus will be bounced back immediately to the opposing team. The opposing team captain must answer within three (3) seconds after the Moderator offers the bonus to them. If the captain defers, the answer must be given immediately by the player to whom the captain defers.
g. If the Moderator accidentally provides the correct answer on a bonus question after the incorrect answer is given, that bonus question will be eliminated and another bonus question will be given to the opposing team only.
h. A player may give two pieces of information in relation to the "creator-creation" rule.
    i. Example: *The Great Gatsby* is one answer; *The Great Gatsby by F. Scott Fitzgerald* are two answers and is correct according to the rule.
i. Each bonus question is worth ten (10) points per part for a total of twenty (20) points.

6. **Ties within a Round**
    a. Ties within a round will be settled by extra toss-ups. One toss-up question will be read at a time until a team scores to end the round.

7. **Protests**
    a. Protests must be communicated verbally by either the coach or team captain and must be settled before the round progresses to the next tossup question.

8. **Overall Ranking**
    a. Win-loss record
    b. Head-to-head (for tied teams)
    c. Total points (for tied teams)
    d. Medals will be awarded to first and second place teams at Region and State competitions.

Elementary Spelling Bee

1. Individual event for grades 1-5
2. A school may send 2 students from each grade (1st, 2nd, 3rd, 4th, & 5th).
3. This will be an **oral spelling bee for grades 1-5** using grade-appropriate words.
4. Medals will be awarded to the top two placing students in each grade.
5. GAPPS will provide a list of 100 words that will be used during the first two (2) rounds only. These will be posted on the GAPPS website.

Oral Bee Rules: Based on Scripps

Pronouncer's Role

The pronouncer strives to pronounce words according to the diacritical markings given to them by GAPPS and taken from the online version of the Merriam-Webster Dictionary.

1. **Homonyms:** If a word has one or more homonyms, the pronouncer indicates which word is to be spelled by defining the word.
2. **Speller's requests:** In oral competition the pronouncer responds only to the speller's requests for repetition of the word's pronunciation/phonetics, a definition, a sentence, or part of speech. When presented with requests for alternate pronunciations, the pronouncer or associate pronouncer checks for alternate pronunciations in Webster's Online dictionary.
3. **Pronouncer's sense of helpfulness:** The pronouncer may offer word information — without the speller having requested the information — if the pronouncer senses that the information is helpful and the information appears on the information provided by GAPPS or in the Webster's Online Dictionary.

Speller's Role

The speller makes an effort to face the judges and pronounce the word for the judges before spelling it and after spelling it. The speller, while facing the judges, makes an effort to utter each letter distinctly and with sufficient volume to be understood by the judge. The speller may ask the pronouncer to say the word again, define it, use it in a sentence, provide the part of speech or provide an alternate pronunciation or pronunciations.

1. **Misunderstandings:** The speller is responsible for any misunderstanding of the word unless (1) the pronouncer never provided a correct pronunciation; (2) the pronouncer provided incorrect information regarding the definition, part of speech or language of origin; or (3) the speller correctly spelled a homonym of the word and the pronouncer failed to either offer a definition or distinguish the homonyms.

Judge's Role

The judges listen carefully, determine whether or not words are spelled correctly and uphold the rules. The decisions of the judges are final. There will be three judges including the Pronouncer.

1. **Misunderstandings:** The judges will not respond to the speller's question(s) about the word and its pronunciation. It is sometimes impossible to detect a misunderstanding until a spelling error has been made, and the judges are not responsible for the speller's misunderstanding.
2. **Pronouncer Errors:** The judges compare the pronouncer's pronunciation with diacritical markings in the word list. If the judges feel that the pronouncer's pronunciation does not match the pronunciation specified in the diacritical markings, the judges will direct the pronouncer to correct the error as soon as it is detected.
3. **Disqualifications for reasons other than clear misspelling**: The judges will disqualify a speller (1) who does not approach the microphone when it is the speller's time to receive the word unless there are extenuating circumstances that, in the judges' sole discretion, merit holding the speller's word in reserve and offering it to the speller after all other spellers in the round have spelled and before the close of the round; (2) who engages in unsportsmanlike conduct; (3) who, in the process of retracing a spelling, alters the letters or sequence of letters from those first uttered; or (4) who, in the process of spelling, utters unintelligible or nonsense sounds.

4. **Speller activities that do not merit disqualification:** The judges may not disqualify a speller (1) for failing to pronounce the word either before or after spelling it, (2) for asking a question, or (3) for noting or failing to note the capitalization of a word, the presence of a diacritical mark, or the presence of a hyphen or other form or punctuation.
5. **Protests:** All protests must be made before the next student's word is given.
6. **Alternate Spellings: From Scripps:** The Official Dictionary and Source of Words Merriam-Webster Unabridged is the final authority and sole source for the spelling of words. If more than one spelling is listed for a word, any of these spellings will be accepted as correct if the following three criteria are met: (1) the pronunciations are identical, (2) the definitions are identical, and (3) the words are identified as being variants of each other. Spellings having temporal labels (such as archaic, obsolete), stylistic labels (such as substand, nonstand) or regional labels (such as North, Midland, Irish) that differ from main entry spellings not having these status labels will not be accepted as correct.

End-of-Bee Procedure

1. If all spellers in an oral spelling round misspell, all remain in the competition and a new round begins with the spellers spelling in their original order.
2. If only one speller spells correctly in a round, a new one-word round begins and the speller is given an opportunity to spell the next word on the list (anticipated winning word). If the speller correctly spells the anticipated winning word in this one-word round, the speller is declared the champion. If the speller misspells the anticipated winning word in a one-word round, a new round begins with all the spellers who spelled correctly and incorrectly in the previous round. These spellers spell in their original order.
3. Medals will be awarded to first and second place spellers in each grade level.

GAPPS Middle School Academic Day

Middle School (Grades 6-8)

Math Bowl, History Bowl, Spelling Bee, Geography Bee, Personal Essay

1. Each Region as well as State will be a one-day event
2. In addition to medals for each event (outlined below), schools will earn points throughout the day. Points will be awarded for each event as follows:
    a. 1st Place- 7 points
    b. 2nd Place- 5 points
    c. 3rd Place- 3 points
    d. 4th Place- 1 point
3. The school with the most points at Region and State competition will be awarded a first place trophy; and the school with the second highest points will be awarded a runner-up trophy.
4. All rules for individual events are outlined below.

Format of the Day

1. Morning
    a. Essay, History Bowl and Math Bowl (will run concurrently)
2. Lunch Break
3. Afternoon
    a. HIstory Bowl (continued), Geography Bee and written Spelling Bee (will run concurrently)

Personal Essay Middle School (Grades 6 - 8)

1. Each school may enter one (1) contestant.
2. The GAPPS office will prepare a list of topics for the Region and State competitions.
3. All essays will be written in blue or black ink on paper provided by GAPPS.
4. One (1) hour will be given for drafting and writing the essay.
5. No other materials, coaching or dictionaries will be allowed in the room.
6. The essays will be judged on the following:
    a. Originality
    b. Form
    c. Vividness
    d. Voice
    e. Style
7. Verbal and grammatical correctness, spelling and punctuation will be considered; however, they are of less importance than the interest and general effectiveness of the whole composition. Points will be deducted if there is evidence found of a pre-memorized composition.

8. There will be two judges for the essay event. Judges will score and give written comments without discussing with one another or anyone else. Judges will hold all evaluation sheets until after all essays have been scored.
9. The sum of the judges' point totals will determine placings. Medals will be awarded for 1st and 2nd place in each region and state events. 1st and 2nd place winners at each region will advance to the state event.
10. Essay judges are approved to be off-site in a controlled atmosphere.

History Bowl - Middle School (Grades 6 - 8)

Teams

1. Teams will consist of a minimum of three (3) students, with a maximum of five (5) playing at a time.
2. Teams are allowed to make substitutions in between periods.
3. If there is room, a school may have an additional History or Math Bowl team (for an additional fee and with permission from the GAPPS Fine Arts and Academics Director) as long as the first team has at least 5 players. Players cannot switch teams during that day's tournament. Team rosters will be submitted to the coordinator/ host two weeks before the first tournament.
    a. A school may only advance one (1) team to State Competition. At that point, any of their students listed on their overall roster is eligible for the State team.

Matches

1. There will be 3 rounds per match:
    a. **Round 1 (Toss-up):**
        i. Ten toss-up questions made up of 2 Biblical, 4 American, and 4 World History.
        ii. The questions will be called out, and team members will buzz in to answer. Any team member may answer. A team receives ten (10) points per correctly answered question.
    b. **Round 2 (Speed):**
        i. The team that is behind in points will be allowed to choose between two (2) categories. (Note: If no team is behind then a coin toss is used to determine first pick.) Then they will have 120 seconds to answer ten (10) questions from that category. The other category will be for the other team.
        ii. Only answers from the captain will be accepted, but all team members may call out answers to the captain.
        iii. All questions answered incorrectly will go over to the other team at the end of the allotted time and thus may be "stolen". The stealing team will be given one (1) minute to "steal" questions.
        iv. After the first team's questions are completed, the other team will have their set of questions, with incorrect answers allowed to be "stolen". The stealing team will be given one (1) minute to "steal" questions.
            1. *Special note:* Questions not called out by the Moderator cannot be "stolen"; however, if in the opinion of the Moderator a team makes little to no effort to attempt to answer the questions, then **all ten (10)** questions will be given to the other team.
        v. Teams receive five (5) points per correctly answered question.
    c. **Round 3 (Bonus):** Six toss-up questions made up of 2 Biblical, 2 American, and 2 World History, with 2 related bonus questions for each correctly answered toss-up question.

   i. If bonuses are answered incorrectly, they will be bounced back to the other team for an opportunity to answer. Teams receive ten (10) points per correctly answered toss-up and bonus question.
2. Each match will generally last 25-30 minutes.
3. Teams will play three (3) matches of Pool Play then the top 4 teams will move to the Semi-Final match. The top two teams will play head to head in the Final match.
4. Teams may substitute students only between rounds.

General Rules

1. Each team will supply their own buzzer system at Region and State meets, if needed.
2. Buzzer systems can be found at: www.andersonbuzzersystems.com/productoverview.html
3. All teams will compete in Region. First and second place teams will advance to State.
4. GAPPS will purchase all Region and State questions and supply Region hosts with the questions and format.
5. Score checks will be made between each period, and each coach/ captain may request one additional score check per round.
6. Cell phones or other electronic devices are to be turned off by all players, spectators and coaches during competition.
7. Reference books, text books, magazines, etc. are not permitted during competition.
8. Each school will supply their own paper and pens/ pencils for competitions.
9. At no time will opponents display any unsportsmanlike conduct towards each other. The Moderator will deduct ten (10) points after the first warning to the team displaying the unsportsmanlike conduct.

Toss-up Question Procedures

1. Players from either team may answer the toss-up questions.
2. Players must buzz in within five (5) seconds of the end of the question being read.
3. Players have three (3) seconds to answer once the Moderator has recognized them.
4. Toss-up questions are only read once.
5. If a completed toss-up question is answered incorrectly by the first team, the opposing team may still buzz in within five (5) seconds and attempt to answer.
6. If a toss-up question is interrupted and answered incorrectly, the reader will pick up at a logical place and finish the question for the opposing team only.
7. No points will be subtracted if the interrupted toss-up question is answered incorrectly.
8. There will be no pauses, nor will a break be allowed, while answering a toss-up question.
9. On toss-up questions, players may only engage in non-verbal, non-written conferral with teammates only (no spectators, alternates, coaches) as long as it does not involve conveying the answer.
10. If the Moderator accidentally provides the correct answer on a toss-up question after the incorrect answer is given, that toss-up question will be eliminated and another toss-up question will be given to the opposing team only.

Bonus Question Procedures

1. When answering a toss-up question correctly, the team earns the first opportunity to answer a two-part bonus question.
2. Players on both teams may consult one another during bonus questions for five (5) seconds, unless it is a math computation question, in which case, 15 seconds is allowed.
3. Each part of the bonus question will be read only once and must be answered before moving on to the next part of the question.
4. Team captains will answer bonus questions unless the captain designates another team member to answer. Answers must still be given within the 5-second answer time.
5. If someone other than the team captain is giving an answer without the captain's permission, the Moderator will look directly at the captain and ask for an answer. If someone hits the buzzer, it will still be up to the captain to answer.
6. Each bonus part answered incorrectly or not answered by the team earning the bonus will be bounced back immediately to the opposing team. The opposing team captain must answer within three (3) seconds after the Moderator offers the bonus to him/her. If the captain defers, the answer must be given immediately by the player to whom the captain defers.
7. If the Moderator accidentally provides the correct answer on a bonus question after the incorrect answer is given, that bonus question will be eliminated and another bonus question will be given to the opposing team only.
8. A player may give two (2) pieces of information in relation to the "creator-creation" rule.
9. Example: *The Great Gatsby* is one answer; *The Great Gatsby by F. Scott Fitzgerald* are two answers and is correct according to the rule.
10. Each bonus question is worth 10 points per part, for a total of 20 points.

Ties Within A Round

1. Ties within a round will be settled by extra toss-ups (as in period 1). One toss-up question will be read at a time until a team scores to end the round.

Protests

1. Protests must be communicated verbally by either the Coach or team captain and must be settled before the round progresses to the next toss-up question.

Overall Ranking/Awards

1. Win-loss record
2. Head-to-head (for tied teams)
3. Total points (for tied teams)
4. Medals will be awarded to first and second place teams at Region (who will also advance to State) and State competitions.
    i. A school may only advance one team to State. If a school comes in first and second, they will only receive the champion trophy. The runner-up trophy will go to the next team according to the tournament rules.
    ii. In this event, any of the students listed on the overall roster of the team placing both first and second place is eligible for the State team.

Math Bowl - Middle School (Grades 6 - 8)

******Math Bowl is a team event.******

Depending on space available, schools may bring additional teams with the approval of the *GAPPS Arts & Academic Director.* Additional teams must pay the appropriate fee for their team to compete. Only one team per school may advance to the state competition.

Team Composition

1. Teams must have a minimum of 3 and no more than 4 students.
2. Teams are allowed to make substitutions between rounds.
3. A school must have a team of 4 before adding an additional team (see Divisions above for information regarding additional teams.)
4. Team rosters are final once competition has begun. Team rosters should be given to the coordinator/host of the day's tournament. Competitors cannot change teams during the competition.
5. A school may only advance one (1) team to State competition. At that point, any of their students listed on their overall roster are eligible for the State team.

Competition

1. A competition will be four rounds as described below. All the teams at the event will be given the same problems at the same time. Schools are not competing against just the teams in their room, but against all the teams at the event.
2. Calculators are allowed only in rounds 3 & 4. Graphing and scientific calculators are allowed. Other digital devices or calculators with a QWERTY keypad are NOT allowed.
3. All units of measurement will be indicated in the answer blank (in plural form, even if the answer is singular) on the answer sheet for questions where appropriate. Competitors will not have to provide the unit of measurement to receive credit for the question. If there is no unit of measurement for a question, then the answer blank will not have one.

Round 1 – Team Warm-up Round (10 Questions Total, Easy-Medium Level)

1. Time: About 30 minutes (10 points)
2. Format: Students will sit by team, with one miniature marker board each team. A question will appear on a PowerPoint slide, and the teams will be given 2 minutes to quietly discuss the question and put a final answer on their markerboard. Each question correct will contribute 1 point to the overall team score. This round is meant to be a fun warm-up round.

Round 2 – Individual Testing Round (20 Questions Total, Easy-Medium Level)

1. Time: 30 minutes (20 points)
2. Format: Students will be given a 20-question written test to take individually, and they will have 30 minutes to complete. Each question will contribute 1 point to the student's individual score.

Round 3 – Individual Ciphering Round (10 Questions Total, Medium-Hard Level) – Calculator Allowed

1. Time: About 40 minutes (20 points)
2. Format: Students will be given five 2-question written tests, one at a time, to take individually, and they will have 6 (5 for middle school) minutes to complete each test. Therefore, students will be given #1-2 for 6 (5 for middle school) minutes, then #3-4 for 6 minutes, etc. Each set of 2 questions will contain one medium and one hard question. Each question will contribute 2 points to the student's individual score.

Round 4 – Team Round (10 Questions Total, Medium-Hard Level) – Calculator Allowed

1. Time: 30 minutes (20 points)
2. Format: Students will be allowed to collaborate as teams for this round. Each question will contribute 2 points to the overall team score.

Break: A 3-5-minute break will be taken between each round. At this time, coaches may make substitutions and talk to their students.

Rooms

1. One large room (large enough to accommodate all teams)
2. Teams should be able to work quietly together but remain mindful that other teams are in the room, and they could be overheard.
3. A representative from GAPPS or a school that is not competing in the room will be the Moderator for the room.

Scoring

1. Between rounds, the Answer Sheets will be given to the Scorers.
2. Each contest should be graded two times by two different teachers from two different schools. Preferably a coach or teacher would not grade their own team's contest. A GAPPS representative will also "grade" the Answer Sheets.
3. A running total of points will be kept.

Winner

1. Team scores will be tallied as the sum of the following four components::
    a. Round 1 – Total points accumulated by team (max 10 points)
    b. Round 2 – Average of top 3 scores, low score dropped from calculation (max 20 points)
    c. Round 3 – Average of top 3 scores, low score dropped from calculation (max 20 points)
    d. Round 4 – Total points accumulated by team (max 20 points)
2. The highest score that any team could score is 70.
3. If two teams tie in their total score, the team with the most points from Round 4 will be declared the winning team. If the two teams are still tied, the highest averages from Round 2 will be declared the winning team.
4. Medals will be awarded to the highest Individual Score and the First and Second Place Teams at each region and State. First and Second Place teams will advance to State.

Geography Bee Middle School (Grades 6 - 8)

General Information

1. Geography Bee will be held during the Middle School Academic Day Competition.
2. Schools may send up to 6 students to the Region event.
3. Questions will be read and answered using the computer program Socrative.
4. Students must be practiced on Socrative and have accounts prior to competition. Information about this is on the GAPPS website.
5. Each student MUST have their own device (computer, phone, ipad, etc.) with internet connection availability.
6. Region hosts MUST have Wi-Fi service available for each student.
7. One round of 36 questions will be played for all students simultaneously.
    a. The questions will be broken down as follows:
        i. 12 American Geography
        ii. 12 World Geography
        iii. 12 Bible Geography
    b. Each question will have four answers to choose from, of which only one answer is correct (no “all of the above” or “none of the above” questions will be included).
    c. Each answer is numbered 1-4, and each student will need to select the coordinating number on the computer or electronic device.
8. The top 12 students with the highest scores will proceed to the semi-finals. If there are ties in the top 12, then more than 12 can proceed to the semi-finals.
9. Semi-final questions will consist of 15 questions, broken down equally between American Geography, World Geography, and Bible Geography
10. The top six students with the highest scores will proceed to the Final Region Championship Round as well as the Championship for MS Geography Bee in the State Competition. No ties are allowed in the top six; a single elimination round will be played to decide the positions for the tied spots.
11. The final round will be in 2 stages: In stage 1, nine questions will be asked. Students will be placed according to their correct answers. Ties will move on to the “Process of Elimination” round within position. For example, students tied for 2nd will be competing against each other for 2nd and 3rd respectively.

The Host School

1. The Host School will need one large room set up for Region competition
2. The room must contain tables and chairs for the contestants and a Moderator’s table with three chairs.
3. The Host School is encouraged to ask the participating schools in their region to provide Moderators for this event.
4. The Host School may use people from their school’s administration to act as Moderators.

The Moderator

1. The Moderator will introduce the teams and explain the flow of the Geography Bee.
2. The Moderator will read aloud the questions and answers once in the order in which they have been presented.
3. Once the Moderator has finished reading the question and 4 possible answers, he/ she will say “ANSWER,” and the students select their answer on their device.
4. Once all students have answered, the moderator will move to the next question.
5. The Moderator will then proceed with the next question until the end of the round.
6. There will be a 3-5 minute break between rounds to double check scores, before moving forward.

Room Monitors

1. The Room Monitors are responsible for welcoming the students and observers in the room in an orderly fashion and seating the students at their tables with a device. Students from the same school MAY NOT sit at the same table.
2. The Room Monitors will walk the room to make sure all students are on Wi-Fi and and Socrative program.
3. They will assist the Moderator with any questions that may arise.

Awards

1. At Region, students who place first through sixth will advance to State
2. Medals will be awarded to the 1st and 2nd place finishers at Region and State.

Spelling Bee

Middle School (Grades 6-8)

General Information

1. Each school may send a maximum of 3 spellers to the MS competition.
2. The spellers may be any combination of grades 6, 7, or 8. (e.g. 2 students from 8th and 2 from 7th or 3 from 7th, etc.)
3. The spelling competition will be in written form. 70 words total (the last 10 will be used as tie-breaker)
4. Region events will be held during MS Academic Days in October.
5. Each school will have their own competition and their top three (3) spellers will advance to Region competition (boys or girls)
6. GAPPS will provide a practice list of 100 words. Some of these words will be used during the bee. The practice list will be posted on the GAPPS website.
7. Words will be obtained by GAPPS from the online version of the Merriam-Webster Dictionary and Thesaurus. It can be found here: http://www.merriam-webster.com/. The online version is the final authority and sole source for the spelling words.
8. The number of correctly spelled words will determine first, second, third, and fourth places. Medals will be awarded to 1st and 2nd place spellers who will also advance to State.

Pronouncer's Role

The pronouncer strives to pronounce words according to the diacritical markings given to them by GAPPS and taken from the online version of the Merriam-Webster Dictionary.

1. **Homonyms:** If a word has one or more homonyms, the pronouncer indicates which word is to be spelled by defining the word.
2. **Pronouncer's sense of helpfulness:** The pronouncer may offer word information — without the speller having requested the information — if the pronouncer senses that the information is helpful and the information appears on the information provided by GAPPS or in the Webster's Online Dictionary.
3. **Alternate Spellings: From Scripps:** The Official Dictionary and Source of Words Merriam-Webster Unabridged is the final authority and sole source for the spelling of words. If more than one spelling is listed for a word, any of these spellings will be accepted as correct if the following three criteria are met: (1) the pronunciations are identical, (2) the definitions are identical, and (3) the words are identified as being variants of each other. Spellings having temporal labels (such as archaic, obsolete), stylistic labels (such as substand, nonstand) or regional labels (such as North, Midland, Irish) that differ from main entry spellings not having these status labels will not be accepted as correct.

GAPPS HIgh School Academic Day

High School School (Grades 9 - 12)

Math Bowl, History Bowl, Spelling Bee, Geography Bee, Personal Essay, Argumentative Essay, and Rhetorical Essay

1. Each Region as well as State will be a one-day event
2. In addition to medals for each event (outlined below), schools will earn points throughout the day. Points will be awarded for each event as follows:
    a. 1st Place- 7 points
    b. 2nd Place- 5 points
    c. 3rd Place- 3 points
    d. 4th Place- 1 point

    The school with the most points at Region and State competition will be awarded a first place trophy; and the school with the second highest points will be awarded a runner-up trophy.

    All rules for individual events are outlined below.

Format of the Day

4. Morning
    a. Essay, History Bowl (at least five rounds), and Math Bowl (will run concurrently)
5. Lunch Break
6. Afternoon
    a. HIstory Bowl (continued) and Spelling Bee (will run concurrently)

Essays

General Rules for All Essay Categories

1. Each school may enter one (1) (male or female into each essay contest (i.e. Argumentative; Personal; or Rhetorical).
2. Individual contestants may only enter one essay contest category.
3. The GAPPS office shall prepare a list of topics for the Region and State Literary competitions.
4. All essays will be written in blue or black ink on paper provided by GAPPS.
5. Two (2) hours will be given for drafting and writing the essay.
6. Supplemental published materials will not be allowed. The use of a dictionary and coaching during the contest is not permitted.
7. The essay shall be judged by the thought, the order, the arrangement and the elements of style. Verbal and grammatical correctness, spelling and punctuation shall be considered of less importance than the interest and general effectiveness of the whole composition, but should be weighed. It is a ready writer's contest, and evidence of pre-memorized composition shall weigh heavily against the contestant.

8. There shall be two (2) judges for this event. Judges shall score and give written comments without conferring with one another or any other person. Judges shall hold all evaluations sheets until after all essays have been scored.
9. Essay judges are approved to be off-site in a controlled atmosphere.
10. Medals will be awarded to the first and second place essay in each category.

Personal Essay

1. The essays will be judged on the following:
    a. Originality
    b. Form
    c. Vividness
    d. Voice
    e. Style

Argumentative Essay

1. The GAPPS office shall prepare a list of topics for the Region and State Literary competitions on current state, national and international policies discussed in periodicals published since September 1 of the current school year. The current year and preceding year's debate topics will not be considered.
2. The contestants from each school shall write upon any of the subjects provided.

Rhetorical Analysis Essay

1. The GAPPS office shall select an excerpt from a work of poetry or prose. Students are to read the passage and write an essay analyzing the narrative and literary techniques and strategies the author uses to achieve his or her purpose in writing the piece.
2. The essay shall be judged by the quality of the analysis of elements of the essay including how the writer interprets, develops and organizes the essay, as well as style and correctness.

Math Bowl

High School (Grades 9-12)

******Math Bowl is a team event.******

Divisions

1. High Schools will be split into 2 classes and play on separate days.
    a. *AA* (Larger Schools): ALL schools would typically be designated AA in Arts & Academics by the number of students in HS.
    b. *A* (Smaller Schools): All schools designated A by HS numbers.
2. Depending on space available, schools may bring additional teams with the approval of the GAPPS Arts & Academic Director. Additional teams must pay the appropriate fee for their team to compete. Only one team per school may advance to the State Competition.

Team Composition

1. Teams must have a minimum of 3 and no more than 4 students.
2. Teams are allowed to make substitutions between rounds.
3. A school must have a team of 4 before adding an additional team (see Divisions above for information regarding additional teams.)
4. Team rosters are final once competition has begun. Team rosters should be given to the coordinator/host of the day's tournament. Competitors cannot change teams during the competition.
5. A school may only advance one (1) team to State competition. At that point, any of their students listed on their overall roster are eligible for the State team.

Competition

1. A competition will be four rounds as described below. All the teams at the event will be given the same problems at the same time. Schools are not competing against just the teams in their room, but against all the teams at the event.
2. Calculators are allowed only in rounds 3 & 4. Graphing and scientific calculators are allowed. Other digital devices or calculators with a QWERTY keypad are NOT allowed.
3. All units of measurement will be indicated in the answer blank (in plural form, even if the answer is singular) on the answer sheet for questions where appropriate. Competitors will not have to provide the unit of measurement to receive credit for the question. If there is no unit of measurement for a question, then the answer blank will not have one.

Round 1 – Team Warm-up Round (10 Questions Total, Easy-Medium Level)

1. Time: About 30 minutes (10 points)
2. Format: Students will sit by team, with one miniature marker board each team. A question will appear on a PowerPoint slide, and the teams will be given 2 minutes to quietly discuss the question and put a final answer on their markerboard. Each question correct will contribute 1 point to the overall team score. This round is meant to be a fun warm-up round.

Round 2 – Individual Testing Round (20 Questions Total, Easy-Medium Level)

1. Time: 30 minutes (20 points)
2. Format: Students will be given a 20-question written test to take individually, and they will have 30 minutes to complete. Each question will contribute 1 point to the student's individual score.

Round 3 – Individual Ciphering Round (10 Questions Total, Medium-Hard Level) – Calculator Allowed

1. Time: About 40 minutes (20 points)
2. Format: Students will be given five 2-question written tests, one at a time, to take individually, and they will have 6 (5 for middle school) minutes to complete each test. Therefore, students will be given #1-2 for 6 (5 for middle school) minutes, then #3-4 for 6 minutes, etc. Each set of 2 questions will contain one medium and one hard question. Each question will contribute 2 points to the student's individual score.

Round 4 – Team Round (10 Questions Total, Medium-Hard Level) – Calculator Allowed

1. Time: 30 minutes (20 points)
2. Format: Students will be allowed to collaborate as teams for this round. Each question will contribute 2 points to the overall team score.

Break: A 3-5-minute break will be taken between each round. At this time, coaches may make substitutions and talk to their students.

Rooms

1. One large room with space enough for all teams to be seated at a team table.
2. Teams should be able to work quietly together but remain mindful that other teams are in the room, and they could be overheard.
3. A representative from GAPPS or a school that is not competing in the room will be the Moderator for the room.

Scoring

1. Between rounds, the Answer Sheets will be given to the Scorers.
2. Each contest should be graded two times by two different teachers from two different schools. Preferably a coach or teacher would not grade their own team's contest. A GAPPS representative will also "grade" the Answer Sheets.
3. A running total of points will be kept.

Winner

1. Team scores will be tallied as the sum of the following four components::
    a. Round 1 – Total points accumulated by team (max 10 points)
    b. Round 2 – Average of top 3 scores, low score dropped from calculation (max 20 points)

c. Round 3 – Average of top 3 scores, low score dropped from calculation (max 20 points)
d. Round 4 – Total points accumulated by team (max 20 points)

The highest score that any team could score is 70. If two teams tie in their total score, the team with the most points from Round 4 will be declared the winning team. If the two teams are still tied, the highest averages from Round 2 will be declared the winning team.

History Bowl

High School (Grades 9-12)

Teams

1. Teams will consist of a minimum of three (3) students, with a maximum of five (5) playing at a time.
2. Teams are allowed to make substitutions in between periods.
3. If there is room, a school may have an additional History Bowl team (for an additional fee) as long as the first team has at least 5 players. Players cannot switch teams during that day's tournament. Team rosters will be submitted to the coordinator/ host two weeks before the first tournament.
    b. A school may only advance one (1) team to State Competition. At that point, any of their students listed on their overall roster is eligible for the State team.

Matches

1. There will be 3 rounds per match:
    a. **Round 1 (Toss-up):**
        i. Ten toss-up questions made up of 2 Biblical, 4 American, and 4 World History.
        ii. The questions will be called out, and team members will buzz in to answer. Any team member may answer. A team receives ten (10) points per correctly answered question.
    b. **Round 2 (Speed):**
        i. The team that is behind in points will be allowed to choose between two (2) categories. (Note: If no team is behind then a coin toss is used to determine first pick.) Then they will have 120 seconds to answer ten (10) questions from that category. The other category will be for the other team.
        ii. Only answers from the captain will be accepted, but all team members may call out answers to the captain.
        iii. All questions answered incorrectly will go over to the other team at the end of the allotted time and thus may be "stolen". The stealing team will be given one (1) minute to "steal" questions.
        iv. After the first team's questions are completed, the other team will have their set of questions, with incorrect answers allowed to be "stolen". The stealing team will be given one (1) minute to "steal" questions.
            1. *Special note:* Questions not called out by the Moderator cannot be "stolen"; however, if in the opinion of the Moderator a team makes little to no effort to attempt to answer the questions, then **all ten (10)** questions will be given to the other team.
        v. Teams receive five (5) points per correctly answered question.

c. **Round 3 (Bonus):** Six toss-up questions made up of 2 Biblical, 2 American, and 2 World History, with 2 related bonus questions for each correctly answered toss-up question.
   i. If bonuses are answered incorrectly, they will be bounced back to the other team for an opportunity to answer. Teams receive ten (10) points per correctly answered toss-up and bonus question.

2. Each match will generally last 25-30 minutes.
3. Teams will play three (3) matches of Pool Play then the top 4 teams will move to the Semi-Final match. The top two teams will play head to head in the Final match.
4. Teams may substitute students only between rounds.

General Rules

1. Each team will supply their own buzzer system at Region and State meets, if needed.
2. Buzzer systems can be found at: www.andersonbuzzersystems.com/productoverview.html
3. All teams will compete in a region. First and second place teams will advance to State.
4. GAPPS will purchase all Region and State questions and supply Region hosts with the questions and format.
5. Score checks will be made between each period, and each coach/ captain may request one additional score check per round.
6. Cell phones or other electronic devices are to be turned off by all players, spectators and coaches during competition.
7. Reference books, text books, magazines, etc. are not permitted during competition.
8. Each school will supply their own paper and pens/ pencils for competitions.
9. At no time will opponents display any unsportsmanlike conduct towards each other. The Moderator will deduct ten (10) points after the first warning to the team displaying the unsportsmanlike conduct.

Toss-up Question Procedures

1. Players from either team may answer the toss-up questions.
2. Players must buzz in within five (5) seconds of the end of the question being read.
3. Players have three (3) seconds to answer once the Moderator has recognized them.
4. Toss-up questions are only read once.
5. If a completed toss-up question is answered incorrectly by the first team, the opposing team may still buzz in within five (5) seconds and attempt to answer.
6. If a toss-up question is interrupted and answered incorrectly, the reader will pick up at a logical place and finish the question for the opposing team only.
7. No points will be subtracted if the interrupted toss-up question is answered incorrectly.
8. There will be no pauses, nor will a break be allowed, while answering a toss-up question.
9. On toss-up questions, players may only engage in non-verbal, non-written conferral with teammates only (no spectators, alternates, coaches) as long as it does not involve conveying the answer.

10. If the Moderator accidentally provides the correct answer on a toss-up question after the incorrect answer is given, that toss-up question will be eliminated and another toss-up question will be given to the opposing team only.

Bonus Question Procedures

1. When answering a toss-up question correctly, the team earns the first opportunity to answer a two-part bonus question.
2. Players on both teams may consult one another during bonus questions for five (5) seconds, unless it is a math computation question, in which case, 15 seconds is allowed.
3. Each part of the bonus question will be read only once and must be answered before moving on to the next part of the question.
4. Team captains will answer bonus questions unless the captain designates another team member to answer. Answers must still be given within the 5-second answer time.
5. If someone other than the team captain is giving an answer without the captain's permission, the Moderator will look directly at the captain and ask for an answer. If someone hits the buzzer, it will still be up to the captain to answer.
6. Each bonus part answered incorrectly or not answered by the team earning the bonus will be bounced back immediately to the opposing team. The opposing team captain must answer within three (3) seconds after the Moderator offers the bonus to him/her. If the captain defers, the answer must be given immediately by the player to whom the captain defers.
7. If the Moderator accidentally provides the correct answer on a bonus question after the incorrect answer is given, that bonus question will be eliminated and another bonus question will be given to the opposing team only.
8. A player may give two (2) pieces of information in relation to the "creator-creation" rule.
    i. Example: *The Great Gatsby* is one answer; *The Great Gatsby by F. Scott Fitzgerald* are two answers and is correct according to the rule.
10. Each bonus question is worth 10 points per part, for a total of 20 points.

Ties Within A Round

1. Ties within a round will be settled by extra toss-ups (as in period 1). One toss-up question will be read at a time until a team scores to end the round.

Protests

1. Protests must be communicated verbally by either the Coach or team captain and must be settled before the round progresses to the next toss-up question.

Overall Ranking

1. Win-loss record
2. Head-to-head (for tied teams)
3. Total points (for tied teams)
4. Medals will be awarded to first and second place teams.

Spelling - High School (9th - 12th)

1. Each school may enter one (1) contestant.
2. Contestants will take a written test consisting of 125 words total provided by the GAPPS league office. The last 25 will be for a tie-breaker only. Words are to be written in ink only. All of the words given in this and the Region contest will come from the online *Merriam-Webster Dictionary.*
3. Contestants will not be allowed to use scratch paper to write the word. They will only be allowed to write the word once on their exam paper.
4. If the contestant makes an error, they are **not** allowed to start over on a new sheet.
5. Contestants are only allowed one sheet of paper for the exam.
6. When judges are correcting papers, the following will count as errors:
    a. Words written so poorly you cannot read them
    b. Any word written with letters written on top of another (ex. a “c” over a “k”)
    c. Any words left off
    d. Any word that is scratched through, corrected, and/or re-written
    e. When a word can be spelled more than one way, the preferred spelling will be the correct spelling of that word. Any variation would be considered incorrect
7. The 25 tie-breaker words will only be used in the event of a tie and will only be graded one at a time between the tied individuals until a word is spelled incorrectly.
8. The examiner will provide a definition and the word used in a sentence if a contestant asks for either one.
9. There will be two judges for this contest. The judge will hold all exams until they are all scored.
10. The number of correctly spelled words will determine first, second, third and fourth places. Medals will be awarded to first and second place spellers.

Chess

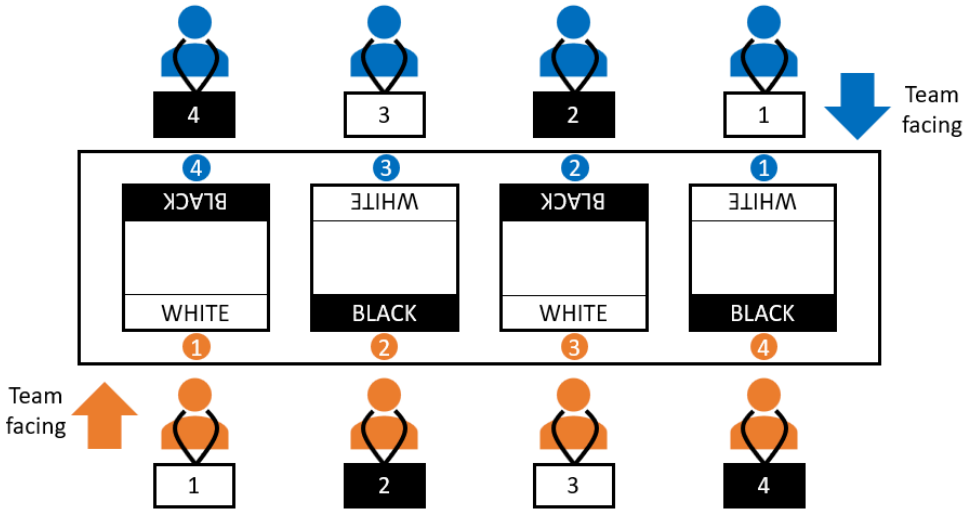
Elementary School (Grades 1-5), Middle School (Grades 6-8), and High School (Grades 9-12)

What To Bring

1. Two tournament-size chess sets for every team
    a. Board: 2 ¼" squares (20" X 20" board)
    b. King: between 3 ¾" and 4 ¼" tall
2. Two chess clocks (**not** a chess clock app) for every team
3. One Coach or another adult per team to act as a table referee/scorer (Must be at coaches' meeting). Table Refs/Scorers may not score their own team nor give advice during the actual match.
4. Suggested, but not required:
    a. Notepads or chess notation pads for **each** team member
    b. Pens for notation
    c. Snacks and water for your team

Team Summary

1. Each school shall be permitted to enter as many High School, Middle School, and Elementary teams as they want. (There is a cost per team entered.)
   There will be no limit to the number of teams allowed at the Region Tournament, BUT only 2 teams per school per division (i.e. 2 ES, 2 MS, 2 HS) may advance.
2. Divisions:
    a. High School: 7th through 12th grades
    b. Middle School: 6th through 8th grades
    c. Elementary School: 1st through 5th grades
3. **Students are only permitted to register in one division and cannot change once registered.**
4. Each team **must** have a minimum of four (4) players. A team may have up to two (2) alternates.
5. Upon sign-in, each player will be given a lanyard, which will note their name, school and school number. They **must** wear their lanyards to every game.
6. Player seating for non-playoff rounds shall be as follows:
    a. Each table will have four chess sets (setup as shown below).
    b. Before the round begins and before the team enters the play area, each team will decide which four players (if a team has alternates) will sit at the four table positions by clipping the corresponding number card to their lanyard.



Each player sits in sequential order, lowest to highest, left to right, based on their lanyard. Odds will always be white, evens will always be black. Numbering is for seat position only – not skill level.

7. Once a team has made their player and color decisions and has entered the play area, those decisions are set for the round. Players may not change their positioning once they observe their opponent's positioning.
8. Only players who are designated to play in a round may enter the play area. Alternates, coaches and parents are **not** permitted in the play area.

Event Summary – Region

1. The region tournament will be a round robin amongst the teams represented (approximately five-seven rounds). The goal is to have no more than 8 teams per region per division.
2. If there are fewer than 5 teams in a division, then after the round robin rounds the teams will play a mini-playoff for final seeding.
3. A bye will be issued to a team if there are not enough teams available in a round to pair teams evenly (either by the number of teams registered or a change in a team's availability throughout the day due to an emergency.) In that case, teams issued a bye will receive 5 points. (Note: At the end of the day the bye could be increased to 6 or 7 based on the average score a team achieves. This is not automatic and is based on the judgment of the circumstances involved.)
4. If a school has multiple teams (for example #1 , #2 and #3) the first team to get a bye would be #3, then #2 and then #1. A school's #1 team would receive a bye only if there were no other options to pair in the tournament.
5. Team pairings and table designations for all rounds will be pre-selected at random, based on prior team registration. Modifications to this schedule will only be made if a team is not (or is no longer) available to play (ex. a late arrival or an emergency requires the team to withdraw from the event early). In this case, the event administrator will adjust the team pairings schedule to limit the number of byes issued.
6. Each team's score for the round is the sum of the result of all round robin games:

   a. Each win scores two (2) points
   b. Each draw scores one (1) point
   Example: If a team wins two games, loses one, and draws one, that team would score 5 points for that round. The other team would score 3 points for that round (two losses, one win, and one draw)
7. At the end of the region rounds, the teams will be ranked from highest to lowest scores. A designated number of teams will move to the state tournament.
8. Ties are broken by calculating the team's "Strength of Schedule," calculated by totaling the number of points scored multiplied by the final resulting position of each opponent, ranked lowest to highest.

Event Summary – State

1. The top twelve teams (for High School, Middle School, and Elementary School) from Region will be invited to the State Competition.
2. The teams will be divided into 2 groups and seeded from 1st-6th in each group.
3. Play for the first 5 rounds will be round robin within the team's grouping.
4. At the conclusion of round robin rounds, all players who have won **all** of their played games (winning 5 for 5) will be awarded an "Undefeated" medallion.
5. The top 2 teams from each grouping will move to the playoffs. (Semi-finals and Finals)
6. In the playoff rounds, seat selection will go as follows:
   a. Teams will identify which players are participating in the playoff round by clipping a number card to their lanyard. In this round, the colors of the cards do not matter. However, ties are broken in this round by game number (not seat). The #1 game is the first tie breaker, followed by game #2, #3 and #4.
   b. Once both teams have their numbers set, player 1 from the higher seed sits at game board 1 and chooses the color they wish to play. Player 1 from the lower seed sits across from them.
   c. Next, player 2 from the lower seed sits at board 2 and chooses the color they wish to play. Player 2 from the higher seed sits across from them.
   d. Next, player 3 from the higher seed sits at game board 3 and chooses the color they wish to play. Player 3 from the lower seed sits across from them.
   e. Finally, player 4 from the lower seed sits at board 2 and chooses the color they wish to play. Player 4 from the higher seed sits across from them.
7. As colors are selected individually, it is possible that one team may play white more than twice. That is the prerogative of the players.
8. The round will score in the same way they were scored during Part 1 of the tournament. Each win is worth two (2) points, and draws are worth one (1) point.
9. Ties will be broken in the following order:
   a. The winner at board 1
   b. The winner at board 2
   c. The winner at board 3
   d. The winner at board 4
   e. A single game of blitz chess (5 minutes per side). Each team will select one player to participate in the game. Color will be chosen by lots.

10. The winners of the semi-finals round will then play a final round in the same manner, resulting in first and second place in the event. The losing teams of the semi-final round will play for third and fourth place of the event.

Game Play Rules

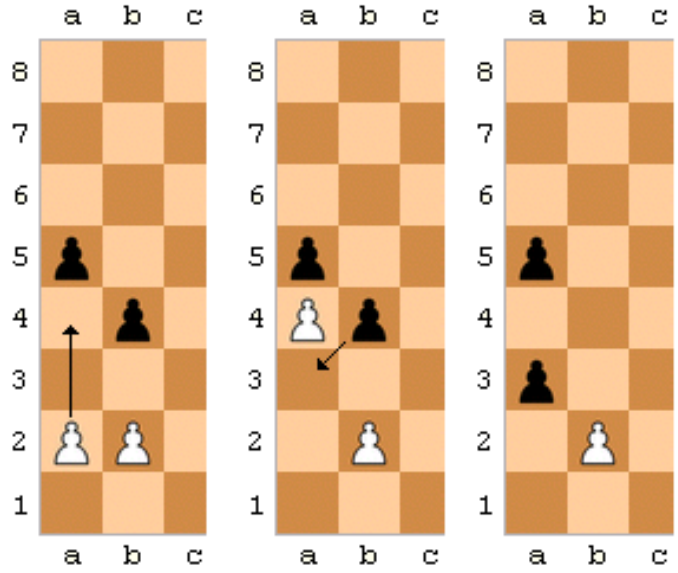
1. Each game **must** use a chess clock. Chess timers are set at 20 minutes per player
2. Each game may be notated by either or both players, either in a notebook or USCF-approved electronic notation device. Notating apps on a tablet or phone are **not** permitted.
3. All electronic devices must be turned **OFF** while in the chess play area. Any player using a phone or tablet after being instructed to turn them off by the head referee may be asked to forfeit that match. This decision is at the discretion of the head referee.
4. Play will begin for the round when announced by the head referee.
5. There is no talking between team members during the round.
6. Players will follow the “touch” rule.
    a. A player may only touch the board or a piece on their turn.
    b. If a player touches a piece and the piece can be moved legally, They must move it.
    c. A piece that is off-center may be adjusted if the player first asks the opposing player.
    d. A player may never touch their opponent’s pieces, unless it is to remove one from the board after capturing it.
7. There is to be minimal talking between opposing players during a match.
8. If a player has any question about a move, the state of the board or has any issue with their opponent’s play etiquette, they are to raise their hand and request help from the table referee.
9. If a referee acknowledges a mistake on the game board (such as an undiscovered check), he will use the game notation to reverse moves back to where the mistake occurred. If there is a discrepancy between the two notations, the referee will reverse moves back at their discretion.
10. The referee's decisions are final. If a player is causing a disruption, purposefully tipping boards or attempting to cheat in any way, the referees will instruct that player to leave the play area, and they will forfeit the match.
11. A game is over under **ANY** of the following conditions:
    a. A player loses by checkmate or resignation, in which that player’s king has no legal move and is in check. In this state, the opponent wins and scores two (2) points and the player earns zero (0) points.
    b. A game is a draw. In this state, both players score one (1) point.
        i. One of the player’s board position is repeated three consecutive turns
        ii. One player has only a king, and the other player is unable to get them in checkmate after 50 moves.
            a. The head referee may also issue a draw if they determine that players are unable to get a win with the pieces remaining.

c. A player's clock expires, meaning that player has run out of time. In this state, the opponent wins and scores two (2) points and the player scores zero (0) points.
   i. Exception: If a player only has a king and their opponent still has pieces to make checkmate but runs out of time first, this game is scored as a draw.

12. Once a game is completed, the players will raise their hand to call for a referee to record the results. Once the results are recorded, the players must leave the playing area.

Special Movement Definitions

1. **King-side castling:** The king may move two spaces toward the king-side rook and the rook can move to the space immediately to the left of the king if all the following are true:
   a. The king hasn't been moved previously
   b. The king-side rook hasn't been moved previously
   c. There are no pieces between the king and rook
   d. The king doesn't move through or into check when moving two spaces toward the king-side rook.
2. **Queen-side castling:** All rules are identical to king-side castling, with the following differences:
   a. The king moves two spaces toward the **queen-side** rook.
   b. The queen-side rook is moved to the space immediately to the **right** of the king.
3. **En Passant:** This is a special pawn capture move, both explained and illustrated below:
   a. A player performs the two-space move off a pawn's starting space.
   b. An opponent's pawn is on the fifth rank and on a file adjacent to the pawn that was **just moved** two spaces.
   c. If both above statements are true, the opponent may capture the pawn as if the pawn had only moved one space.



Quiz Bowl

Middle School (Grades 6-8) and High School (Grades 9-12)

Teams

1. There is a high school and middle school division.
    a. A middle school team is defined as a team with students from 6th to 8th grades.
    b. A high school team is defined as a team with students from 9th to 12th grades.
2. Teams will consist of a minimum of three (3) students, with a maximum of five (5) competing at a time.
3. Teams are allowed to make substitutions at halftime (after eight questions).

Divisions

1. Schools will be split into 2 divisions:
    a. **AA - Larger Schools and/ or Advanced**: These are ALL schools that would typically be designated AA in Arts & Academics by the number of students in HS as well as all schools that participate in multiple NAQT events and are considered Advanced schools. Schools may ask to join this division (play up).
        i. AA Division will have region tournaments to advance to State.
        ii. For an extra fee, Based on space and with the permission of the GAPPS Fine Arts and Academics Director, a school may field multiple teams as long as the first team has at least five (5) players. Players cannot switch teams during that day's tournament. Team rosters will be given to the coordinator/host of the day's tournament.
            1. A school may only advance one (1) team to State competition. At that point, any of their students listed on their overall roster are eligible for the State team.
    b. **A - Smaller Schools or Novice**: These are all schools designated A by HS numbers.
        i. The A Division will only have a state tournament. .
        ii. "A" schools may field one (1) team per division (HS/ MS).

Matches

1. There will be 16 toss-up questions per round, plus a two-part bonus question for each correctly answered toss-up. If bonuses are answered incorrectly, they will be bounced back to the other team for an opportunity to answer.
2. Competitions will be set up as round robins, unless otherwise stated.
3. Each round will generally last 25-30 minutes.

General Rules

1. Each team will supply their own buzzer system at Region and State competition if needed.
2. Buzzer systems can be found at:
   www.andersonbuzzersystems.com/productoverview.html

3. All teams will compete at Region. GAPPS will determine how many teams go to State based on participation
4. GAPPS will purchase all Region and State questions from the NAQT and supply Region hosts with the questions and format.
5. Score checks will be made at halftime. Each coach/team captain may request one additional score check per round.
6. Cell phones or other electronic devices are to be turned off by all players, spectators and coaches during competition.
7. Reference books, calculators, etc. are not permitted during competition.
8. Each school will supply their own paper and pens/pencils for competitions.
9. At no time will opponents display any unsportsmanlike conduct towards each other. The Moderator will deduct ten (10) points after the first warning to the team displaying the unsportsmanlike conduct.
10. Study questions can be found at: www.naqt.com/YouGottaKnow

Toss-up Question Procedures

1. Players from either team may answer the toss-up questions.
2. Players must buzz in within five (5) seconds of the end of the question being read, unless it is a math computation question, in which case, players must buzz in within 15 seconds of the end of the question.
3. Players have three (3) seconds to answer once the Moderator has recognized them.
4. Toss-up questions are only read once.
    a. If a completed toss-up question is answered incorrectly by the first team, the opposing team may still buzz in within five (5) seconds and attempt to answer.
    b. If a toss-up question is interrupted and answered incorrectly, the reader will pick up at a logical place and finish the question for the opposing team only.
    c. No points will be subtracted if the interrupted toss-up question is answered incorrectly.
5. There will be no pauses or breaks allowed while answering a toss-up question.
6. On toss-up questions, players may only engage in non-verbal, non-written conferral with teammates only (no spectators, alternates, coaches) as long as it does not involve conveying the answer.
7. If the Moderator accidentally provides the correct answer on a toss-up question after the incorrect answer is given, that toss-up question will be eliminated and another toss-up question will be given to the opposing team only.
8. A player may give two pieces of information in relation to the “creator-creation” rule.
    a. Example: *The Great Gatsby* is one answer; *The Great Gatsby by F. Scott Fitzgerald* are two answers and is correct according to the rule.
9. Each toss-up question is worth ten (10) points.

Bonus Question Procedures

1. When answering a toss-up question correctly, the team earns the first opportunity to answer a two part bonus question.
2. Players on both teams may consult one another during bonus questions for five (5) seconds, unless it is a math computation question, in which case, fifteen (15) seconds is allowed.
3. Each part of the bonus question will be read only once and will be answered before moving on to the next part of the question.
4. Team captains will answer bonus questions unless the captain designates another team member to answer, but answers must still be given within the 5-second answer time.
5. If someone other than the team captain is giving an answer without the captain's permission, the Moderator will look directly at the captain and ask for an answer. If someone hits the buzzer, it will still be up to the captain to answer.
6. Each bonus part answered incorrectly or not answered by the team earning the bonus will be bounced back immediately to the opposing team. The opposing team captain must answer within three (3) seconds after the Moderator offers the bonus to them. If the captain defers, the answer must be given immediately by the player to whom the captain defers.
7. If the Moderator accidentally provides the correct answer on a bonus question after the incorrect answer is given, that bonus question will be eliminated and another bonus question will be given to the opposing team only.
8. A player may give two pieces of information in relation to the "creator-creation" rule.
a. Example: *The Great Gatsby* is one answer; *The Great Gatsby by F. Scott Fitzgerald* are two answers and is correct according to the rule.
9. Each bonus question is worth 10 points per part for a total of 20 points.

Ties within a Round

1. Ties within a round will be settled by extra toss-ups. One toss-up question will be read at a time until a team scores to end the round.

Protests

1. Protests must be communicated verbally by either the coach or team captain and must be settled before the round progresses to the next tossup question.

Overall Ranking

1. Win-loss record
2. Head-to-head (for tied teams)
3. Total points (for tied teams)
4. Medals will be awarded to first and second place teams at Region (who will also advance to state) and State Competitions.

Robotics

Middle School (Grades 6-8) and High School (Grades 9-12)

****This document provides general guidelines and procedures for the Robotics Competition. Competition rules and specifics will be included in the official, annual Competition Rules.****

Divisions

1. Middle School (6th - 8th grades)
2. High School (9th - 12th grades)

*A student can only register to compete in **one** division.*

Teams

1. A team may consist of 2-6 students. During a match, only three (3) students per team may be at the game board at a time. If a team has more than three students, they may substitute between rounds.
2. Each team must have its own robot; teams may not share robots during competition.
3. Each school that registers by the registration deadline is guaranteed up to four team slots (any combination of MS and HS). *More competition slots may be available after the registration deadline on a first come, first-served basis.*

Kick-Off Event

1. The Kick-Off event is a fun event where coaches and students meet for the unveiling and demonstration of the specific rules for the year's competition, game board design, and scoring information.
2. There is no competition during Kick-Off.
3. You may bring your robotics kit and laptop as there will be experienced coaches in attendance that may be willing to help new schools get started.

Competition

1. Competition is a day-long event in which the teams from the schools compete for both team and school awards.
2. Spectators are allowed. However, it is REQUIRED that they remain behind the lines, ropes, barriers, etc to allow the contestants and referees ample space to conduct the competition.
3. The matches will run as follows:
    a. Each team will participate in a minimum of four placement matches.
    b. The top eight teams will compete in an elimination tournament to determine the placement. The elimination tournament will begin with two matches consisting of the 1st, 2nd, 7th and 8th teams and the 3rd, 4th,5th and 6th teams competing against each other.
    c. The top two from these matches will compete in a final match for 1st, 2nd, 3rd and 4th place.

4. The object of the competition is to score as many points as possible during each run of each match using programmed autonomous robots to place the scoring elements on the game board according to the competition rules.
    a. There will be multiple ways to score, and an objective of the teams will be to determine the best strategy to score points using scoring zones, multipliers and bonus objectives using effective design, engineering and programming of their robot.
    b. Scoring methods will vary in complexity and most (if not all) will be designed to be accomplished with the use of a maximum of two sensors and simple programming decisions that can be accomplished with the included software of both the LEGO and VEX platforms using metal construction - **robots of metal construction ARE NOT allowed.**

Match

1. A match is a set of runs where four teams/robots try to score points simultaneously. The number of runs and their time limits are specified in each year's specific game rules.
    a. At the end of the runs, the match is finished and match scores will be tallied according to the rules of the competition. A team's total score is the aggregate of all completed matches.

Game Board

1. The game board is the field on which the competition is played.
2. Game boards will be different each year and will be played with different scoring elements, layouts, multipliers, bonuses and rules.
3. The game board dimensions are outlined in the game rules each year and will utilize dark gray foam puzzle mats. The game board has four color coded starting zones.

Starting Zone

1. Each robot/team will start a match in a designated starting zone. The starting zone is a component of the game board.
2. The robot must fit **completely** within the bounds of the starting zone (this includes attachments and wires; nothing can hang over the sides of the starting zone.)
3. The maximum height of the robot will be determined by that year's competition rules.

Competition Rules

1. The competition rules vary year to year, as do the scoring elements, rules and game board design; as such, these rules are not defined in this document.

Robots

1. Robots may be built from LEGO and VEX platforms using plastic construction. **Robots of metal construction ARE NOT allowed.**
2. In addition to the robotics kits listed above, the following parts may also be used in the construction of the robot:
    a. Any non-motorized LEGO part (standard or Technic)
    b. Any non-motorized VEX IQ part
    c. Most 3rd party sensors compatible with LEGO or VEX (note - a sensor from an

older platform may be used with a newer platform, as long as physical modification to the sensor is not necessary)

3. For a part to be permissible, the following must be true:
    a. It must be commercially available (i.e. any team can buy the part / sensor in an unmodified form).
    b. It must not break the 4 motor, 4 sensor, 1 battery limit.
    c. It must not require an adapter, glue, tape or adhesive to make it work with a particular platform.
    d. It must not require modification to work with a given platform.
    e. It must not be able to be used for remote control, even if the team did not install it for that purpose. These include (but are not limited to) IR sensors and sound sensors.
4. During a match the robot can have at most four motors and four sensors. More can be brought to the match and swapped as the team desires, but only four of each at a time may be connected.
5. After competition rounds begin, all robot programming must be limited to a physical cable; any wireless connectivity to the robot such as WiFi, infrared or Bluetooth is prohibited.

Awards

1. Medals will be awarded to the members of the first and second place teams in each division (MS and HS).
2. State Champion and Runner-up trophies will be awarded to the winning schools in each division (MS and HS). *If a single school wins both first and second places in a division, no Runner-up trophy will be awarded.*

APPENDIX A
Membership Fees

Membership

Application Fee:	250.00
General Membership	0
Associate Membership:	250.00 (Yearly)
Open Division Participation	250.00 (Per Event)

Varsity Sport Participation: (Per Sports Season)

One Sport:	495.00
Two Sports:	860.00
Three Sports:	1,210.00
Four Sports:	1,500.00
Five or More:	1,700.00

*Non-Team Sports (Swim, Tennis, Cross Country, etc.) may be prorated at a per-participant ratio in cases where a school has less than the team number for a sport. Contact the league office for details.

Elementary & Middle School Sport Participation:

General Member:	280.00
Associate Member:	355.00

Other Fees:

Catastrophic Insurance:	7.75 per student participating
Pitch Tracking: (MS Baseball Only)	50.00 Middle School
Region Dues:	175.00 per sport season (Varsity Only)
Coaches Association:	35.00 per sport staff

Invoice Cycle: (Net 30)

Catastrophic Ins:	June 7	Fall Sports:	June 21
Fine Arts & Academics 1st:	October 1	Winter Sports:	October 15
Fine Arts & Academics 2nd:	February 1	Spring Sports:	January 15

Updated: gkd 06/01/2025

APPENDIX A - Con't

Fine Arts / Academics Package

Includes every Fine Arts and Academics event (except Honors groups) as well as participation for as many teams as desired in events that allow multiple teams.

- $3,800 in one payment (September 15) or
- $4,500 in two payments (September 15 and February 15)

A la Carte Options

- Prices below include one (1) group or team unless marked with *. Additional teams (where allowed) are charged $100.00 each unless otherwise stated.

FIRST SEMESTER

Academics	
Academic Day - Middle School	450.00
Academic Day - High School	550.00

Fine Arts	
Chorus - Middle School	300.00
Chorus - High School	300.00
* Two ensembles per division	
One Act Play - High School	500.00

SECOND SEMESTER

Academics	
Academic Day - Elementary	350.00
Chess - Elementary	150.00
Chess - Middle School	150.00
Chess - High School	150.00
Quiz Bowl - Middle School	200.00
Quiz Bowl - High School	300.00
Robotics - Middle School & High School Teams Only	
Up to four teams	400.00
* Additional Teams	50.00 each

Fine Arts	
Literary - High School	
Up to four events	300.00
Five or more events	750.00
One Act Festival - Middle School	350.00
Visual Arts - Elementary	150.00
Visual Arts - Middle School	150.00
Visual Arts - High School	300.00
* All three divisions	500.00

Updated: gkd 06/01/2025

APPENDIX B

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APPENDIX C
GAPPS Committees

2025 - 2027 EXECUTIVE COMMITTEE		
MEMBER	**SCHOOL**	**EMAIL**
Rodney Clark	Creekside Christian Academy	rclark@creeksideacademy.org
Dwayne Daniels	Lanier Christian School	ddaniels@lanierchristian.org
Randy Freeman	Skipstone Academy	randyfreeman@skipstoneacademy.org
Vivian Ferrari	Saint John Bosco	vferrari@sjbaga.org
Angie Haynes	Young Americans Christian	angie.haynes@yacs.us
Dana Moore	Trinity Christian School	dana.moore@tcslions.org
Jake Rogers	Pinecrest Academy	jrogers@pinecrestacademy.org
Tiffany Stark	Eastside Christian School	tstark@ebcnet.org
Daniel Youngblood	Praise Academy	daniel.youngblood@praiseacademy.com

2025 - 2027 ATHLETIC COMMITTEE		
MEMBER	**SCHOOL**	**EMAIL**
Brown, Erin	Fideles Academy	rangers.athletics@fideleschristianschool.com
Shawn Coury	Pinecrest Academy	scoury@pinecrestacademy.org
Josh Espinosa	Veritas Academy	josh@veritassav.org
Colt Key	Victory Baptist School	ckey@victorybaptistschool.org
Brian Osborne	Community Christian School	brian.osborne@communitychristianschool.net
Travis Price	Covington Academy	travis.price@covingtonacademy.org
Grayson Rogers	Cherokee Christian School	grayson.rogers@cherokeechristian.org
Vincent Scales	Valor Christian Academy	vscales@valorlions.org
Jeff Searcy	Johnson Ferry Christian Academy	jeff.searcy@jfca.org
Nikki Smith	Creekside Christian Academy	nsmith@creeksideacaemy.org
Kevin Teate	Skipstone Academy	kevinteate@skipstoneacademy.org
Jeff VanDeMark	HALO Academy	halosports@gmail.com
John Welch	Rock Springs Christian Academy	jwelch@rsca.info
Zandy Wilbanks	Heritage Christian Academy	zwilbanks@hcaeagles.net
Frank Winfrey	Harps Crossing Christian Academy	fwinfrey@hccalions.com
Margaret Woosnam	Scholars Guild Academy	margaret.woosnam@scholarsguild.com

2025 - 2027 FINE ARTS & ACADEMICS COMMITTEE		
MEMBER	**SCHOOL**	**EMAIL**
Alyssa Nelsen	Notre Dame Academy	anelsen@ndacademy.org
Cres Gamblin	Praise Academy	cres.gamblin@praiseacademy.com
Darlene Shaw	Lafayette Christian School	dshaw.lcs@gmail.com
Jennifer Bailey	Community Christian School	jennifer.bailey@communitychristianschool.net
Joni Mock	Trinity Christian, Statesboro	jmock@tcsstatesboro.org
Kelly Dolin	Alleluia Community School	Keldol45@gmail.com
Rebecca Nelson	Johnson Ferry Christian Academy	rebecca.nelson@jfca.org
Sharon Wallace	St. Paul Lutheran School	swallace@stpaulptc.org

APPENDIX D
NFHS Code of Ethics

Code of Ethics:

The function of a coach is to educate students through participation in interscholastic competition. An interscholastic program should be designed to enhance academic achievement and should never interfere with opportunities for academic success. Each student should be treated with the utmost respect and his or her welfare should be considered in decisions by the coach at all times. Accordingly, the following guidelines for coaches have been adopted by the NFHS Board of Directors.

1) *The Coach* shall be aware that he or she has tremendous influence, for either good or ill, on the education of the student and thus shall never place the value of winning above the value of instilling the highest ideals of character.

2) *The Coach* shall uphold the honor and dignity of the profession. In all personal contact with students, officials, athletic directors, school administrators, the state high school athletic association, the media and the public, the coach shall strive to set an example of the highest ethical and moral conduct.

3) *The Coach* shall take an active role in the prevention of drug, alcohol and tobacco abuse.

4) *The Coach* shall avoid the use of alcohol and tobacco products when in contact with players.

5) *The Coach* shall promote the entire interscholastic program of the school and direct his or her program in harmony with the total school program.

6) *The Coach* shall master the contest rules and shall teach them to his or her team members. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.

7) *The Coach* shall exert his or her influence to enhance sportsmanship by spectators, both directly and by working closely with cheerleaders, pep club sponsors, booster clubs and administrators.

8) *The Coach* shall respect and support contest officials. The coach shall not indulge in conduct which would incite players or spectators against the officials. Public criticism of officials or players is unethical.

9) *The Coach* should meet and exchange cordial greetings with the opposing coach to set up the correct tone for the event before and after the contest.

10) *The Coach* shall not exert pressure on faculty members to give students special consideration.

11) *The Coach* shall not scout opponents by any means other than those adopted by the association and/or state high school athletic association

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APPENDIX E
Event Entry Fees

Varsity						
SPORT	**REGULAR SEASON**		**REGION & STATE TOURNAMENTS**		**FINAL FOUR & CHAMPIONSHIPS**	
	Adult	**Student / Senior**	**Adult**	**Student / Senior**	**Adult**	**Student / Senior**
Unless Specified	$8.00	$5.00	$10.00	$7.00	$10.00	$7.00
Baseball / Softball	Double Header Price		Double Header Price		Double Header Price	
	$10.00	$7.00	$12.00	$8.00	$12.00	$8.00
Basketball	$8.00	$5.00	$10.00	$8.00	$12.00	$8.00
Football	$10.00	$5.00	$10.00	$7.00	$12.00	$8.00
Track & Field	$8.00	$5.00	$10.00	$7.00	$10.00 Single Day	$7.00 Single Day
					$15.00 Two Day	$10.00 Two Day
Volleyball	$8.00	$5.00	$10.00	$7.00	$10.00	$7.00
Cross Country	$5.00	$5.00	$5.00	$5.00	$5.00	$5.00

Middle School						
SPORT	**REGULAR SEASON**		**REGION & STATE TOURNAMENTS**		**FINAL FOUR & CHAMPIONSHIPS**	
	Adult	**Student / Senior**	**Adult**	**Student / Senior**	**Adult**	**Student / Senior**
Unless Specified	$6.00	$4.00	$6.00	$4.00	$8.00	$5.00
Baseball	Double Header Price		Double Header Price		Double Header Price	
	$8.00	$5.00	$8.00	$5.00	$8.00	$5.00
Football	$8.00	$5.00	$8.00	$5.00	$10.00	$7.00
Cross Country	$5.00	$5.00	$5.00	$5.00	$5.00	$5.00

- *Children 5 Years of age and younger are free at all GAPPS Events*
- *Senior Citizens are identified as those persons 62 years and older*
- *GAPPS passes issued to coaches and school administrators are accepted at all GAPPS sanctioned events*
- Tennis is hosted with Varsity, Varsity prices apply at Championship.

APPENDIX F

Sportsmanship Statement

The Georgia Association of Private & Parochial Schools and its member schools have made a commitment to promote good sportsmanship by students, athletes, coaches, and spectators at all sanctioned events.

Any profanity, degrading comments and intimidating actions directed at officials, competitors, or other spectators will not be tolerated and are grounds for automatic ejection from the event site. Spectators are not allowed to enter the competition area during warm-ups or while the contest is being conducted.

Thank you for your cooperation in the promotion of good sportsmanship at today's GAPPS event.

APPENDIX G
Fines & Penalties

ADMINISTRATIVE VIOLATIONS	REFERENCE	RANGE OF FINES
Failure to Pay Association Fees by due date.	Article III, Section 3	50.00
Failure to update Game Results to website within 24 hours.	By-law 2.83	50.00
Failure to report Technical Fouls and/or Ejections within 24 hours.	By-law 2.62 (8)	50.00
Failure to post Rosters by due date.	By-law 1.21	50.00 - 400.00
Failure to post Game Schedules by due date.	By-law 2.83	50.00 - 400.00
Failure to attend mandatory meetings.	Article IV, Section 6	50.00 - 100.00
Failure to provide required coaches information.	By-law 2.40	50.00
Hold an illegal practice or violation of practice safety rules.	By-law 2.59	200.00
Participate in an illegal or an unsanctioned competition.	By-law 2.50	200.00
Allow an unauthorized person to coach.	By-law 2.40	200.00
Failure to keep an appointment for an eligibility appeal.	Article IV, Section 6	200.00
Failure to exert reasonable institution control (with players, coaches, spectators, facilities, etc.).	By-law 2.27	250.00 - 2,500.00
Failure to meet conditions of game contracts and agreements.	By-law 2.53	250.00 - 2,500.00
Allowing a non-student to try out, practice or compete.	By-law 2.54	250.00 - 2,000.00
Regular Season game cancellations or no-shows.	By-law 2.53	100.00 - 500.00
Postseason game cancellations or no-shows.	By-law 4.22 (d)	500.00

ETHICS VIOLATIONS	REFERENCE	RANGE OF FINES
School personnel/boosters involved in recruiting a student for athletic purposes and/or using undue influence to gain or retain a student.	By-law 1.90	1,000.00 - 2,500.00
Misrepresenting facts on a GAPPS document.	Article IV, Section 8	500.00 - 2,500.00
Misrepresenting facts during a GAPPS investigation.	By-law 4.32	500.00 - 2,500.00

ELIGIBILITY VIOLATIONS	REFERENCE	RANGE OF FINES
Allowing a player to participate in a game without having an eligibility form filed with GAPPS.	By-law 1.00	100.00
Allowing a player to try-out, practice, or compete without having a standardized physical examination form on file at the school.	By-laws 1.40	100.00 - 250.00
Allowing an ineligible student to try-out, practice, or compete.	By-law 1.50	100.00
Allowing a student who is not eligible by the age rule or the 8-semester rule to try-out, practice, or participate.	By-law 1.30 / 1.42	100.00 - 250.00
Violation of the “sit-out rule” following an ejection.	By-law 2.62	100.00
Failure to submit “Play Up” participation request.	By-law 1.34	50.00

MISCELLANEOUS VIOLATIONS	REFERENCE	RANGE OF FINES
Violation of financial aid rules.	By-law 1.94	1,000.00 - 2,500.00
Violation of amateur standing rules.	By-law 1.95	500.00 - 2,000.00
Failure to follow GAPPS procedures and deadlines.	By-law 2.28	100.00 - 500.00

SAFETY VIOLATIONS	REFERENCE	RANGE OF FINES
Allowing a player to exceed the participation limit for the sport.	By-law 1.44	200.00 - 1,000.00
Violation of policy governing weather provisions.	By-law 2.56	100.00 - 500.00
Violation of GAPPS concussion Policy.	By-law 2.57	1,000.00 - 2,500.00

SPORTSMANSHIP VIOLATIONS	REFERENCE	RANGE OF FINES
Have a coach, player, or spectator ejected from a competition.	By-law 2.62	100.00 - 500.00
Substitutes leave the bench area to go to the area of a fight during a contest.	By-law 2.61	100.00 - 250.00
Players, coaches or administrators behave in an unsporting manner before or after a contest.	By-law 2.61	100.00 - 250.00
Coach or player confronting (or making contact with) official(s) or committing other unsporting acts.	By-law 2.61	500.00
Having players involved in a multi-player fight before, during, or after a game.	By-law 2.61	100.00 - 500.00
Coach or administrator removing a team from a competition outside of what is allowed in playing rules.	By-law 2.61	100.00 - 500-00
Make comments to the media that are critical of officiating.	By-law 2.64	100.00 - 500.00